

Gener Guzman



**ROBLOX**

4



Also by Gener Guzman

ROBLOX 1-3

ROBLOX 5

TERRARIA 1-5

GRAND THEFT AUTO 1

GTA 2

GRAND THEFT AUTO III

GRAND THEFT AUTO VICE CITY

GRAND THEFT AUTO SAN ANDREAS

GRAND THEFT AUTO ADVANCE

GRAND THEFT AUTO STORIES (play)

GRAND THEFT AUTO IV

GRAND THEFT AUTO EPISODES FROM LIBERTY CITY

GRAND THEFT AUTO CHINATOWN WARS (play)

GRAND THEFT AUTO V

GRAND THEFT AUTO ONLINE

MINECRAFT I-IV

MINECRAFT: STORY MODE

MINECRAFT: STORY MODE 2

## Roblox 4



# GENER GUZMAN

BASED ON THE ROBLOX EXPERIENCES

HILL AND WANG  
A DIVISION OF FARRAR, STRAUS AND GIROUX

NEW YORK

*Hill and Wang*

*A division of Farrar, Straus and Giroux*

*19 Union Square West, New York 10003*

*Copyright © 1958 by Les Editions de Minuit*

*Design copyright © 2006 by Hill and Wang*

*Preface to the first version copyright © 2021 by Gener Guzman*

*Nobel Peace Prize Acceptance Speech copyright © 1986 by the Nobel Foundation*

*All rights reserved*

*Distributed Online by Google.*

*Printed in the United States of America*

*Published simultaneously in hardcover and paperback by Hill and Wang*

*First edition of this story, 2021*

*Library of Congress Control Number: 2005936797*

*Hardcover ISBN-13: 978-0-374-39997-9*

*Hardcover ISBN-10: 0-374-39997-2*

*Paperback ISBN-13: 978-0-374-50001-6*

*Paperback ISBN-10: 0-374-50001-0*

*Designed by Abby Kagan*

-----  
*www.fsgbooks.com*

*17 19 20 18 16*

*In memory of  
my parents and of my little brother, GM  
G.G.*

*This new story  
in memory of  
my Roblox Experiences,  
in which I choose to be here.*

*G.G.*





*Preface to the first version*  
*by Gener Guzman*

Spoilers! Although this is the first series that I ever made, that does not mean I am finally done with this. I only write this story from 2020-2021 just to let my viewers, friends, and fans to view this story to learn what I am known for. I like playing Roblox and selecting my top favorite games that make this story more realistic than some other stories. This is very important in making a very realistic story by me with a lot of fictional content.

Expect that the purpose of the beta version of this story is to make corrections to make the story more like a typical book when I republish the story into a final version. I did all of this all by myself with support from me playing Roblox games along with random players I have met while gaming as well as gaming from the past years. I cannot believe I am so excited to release this story and present it all to you. And without further ado, let's get right into the story.

Note: There are not any chapter labels except for Prologue and Epilogue. You have to figure out where the start and end of the chapters are by examining the structure of this story. Thank You.



*Foreword*  
*by Insert Writer Here*

Coming Soon. Hiring New Writers.



## Roblox 4





## Prologue

**A**fter the resistance manages to defeat the Bloxman Empire, all of the Bloxman army and group are either killed or go to jail, depending on how they are treated. Both Dr. Bloxman and epicrsxxx099811 get arrested and go to jail. Midnightlion53, who has rescued his wife, and his family takes away the inventories that once belonged to the Bloxman group after taking down the phantom gem source in the lab.

The Bloxman group are then sentenced in the state prison guarded by Midnightlion53. They spend a few weeks in late May before planning to escape. The plan to escape is not ready until the first day of June, where the two group members are helping the prisoners escape by the sewage system. However, Midnightlion53 is always watching the prisoners escape and get arrested by any way to escape, making the prison escape difficult. The group then has another plan to escape when the police officers are not around to guard the borders.

ON JUNE 2, 2021, the Bloxman group is not ready to take the plan to escape prison yet. They have to consider sneaking up from the police officers and avoid getting arrested. They also have to consider what happens when an officer chases a criminal around. When the group escapes prison such as tomorrow, they plan on both fighting the police if they have guns and trying to run

away from the cops in any way. Even after this, the plan is that the group should go to the airport and wait for a plane to arrive before flying back to Metropolis, where the group lives. Metropolis is the Bloxman Empire's capital located in the center of North America.

The Bloxman group then enjoys the sunset and eats dinner in the cafeteria. After that, they wait for bed while exploring the prison facility. They go to their cells and sleep inside for the rest of the night, dreaming about taking back the empire from the resistance.

THE NEXT DAY, the Bloxman group wakes up and gets ready to escape. They get ready to take the plan and start escaping after breakfast. The breakfast time starts at 6:30 AM, so the group uses the time until then to talk to other prisoners and some officers about the plan to take back the empire. The officers are unable to arrest the prisoners that are too innocent.

At 6:30 AM, the Bloxman group eats breakfast together while planning the escape. They talk about how to get back to Metropolis without getting arrested by the police. After breakfast, the escape plan begins. At around 8:00 AM, the Bloxman prisoners wait for the officers to go away from the sewage vent before escaping. Midnightlion53 has another job to make sure other criminals in the nearby city are stopped, so he leaves the prison. This allows the Bloxman prisoners to go into the sewage system and escape the prison for good.

Then, the group comes out and sees a car appearing across the road. They cross the road and get in the gray car. They drive to the criminal base in the nearby city. They change their uniform from the prisoner outfit to the usual Bloxman outfit. They explore the base and establish it as the Bloxman property. They head to the airport after that and arrive there. At the airport, the building is much smaller, and the waiting room does not have any seats. The group spends hours

waiting for the plane to arrive, while buying a plane is very expensive, for the cops have taken away most of the money from all of the Bloxman group members. The group then waits until sunset before finding another way to get to Metropolis and go home again.

AFTER WAKING UP in the morning, a random criminal has a mobile trailer and is driving the Bloxman group back to Metropolis after he escapes prison along with the group. On the way home, lots of cities and towns are taken back by the resistance, with lots of American flags. Extra Bloxman flags that once dominated the streets are now taken down by the US army.

In the cities and towns, there are lots of people out, some of them wearing masks and others not. They are living their lives happily ever after, not worrying about the strict dictatorship of the Bloxman Empire. However, a trailer comes by seen by the happy people, taking photos and videos of the trailer that carries the Bloxman group on the way home.

Some of the cops come by and notice the trailer, assuming that there are no criminals. Most of the cops leave the trailer alone on the way. Just before arriving at Metropolis, the cops see the faces of their most hated people in the entire world called the Bloxman group. The Bloxman group starts to hear sirens, and the driver goes faster to shake off the cops. The group then circles around Metropolis while being chased by the police. Eventually, a police officer shoots the driver to death, and Dr. Bloxman takes over the wheel. Dr. Bloxman goes to a random cave where the cops are hardly seen over there. The cops think the cave is so scary and dark that they cannot chase the trailer anymore. The group stays in the cave until they escape.

After escaping the cops in the cave, they come back outside and head directly to Metropolis while staying away from the cops. They arrive at home just before sleeping.

THE GROUP WAKES UP THE NEXT DAY and has plans on taking back the world from the United States and other resistance countries. Using just the phantom gem to take over the world is not enough to take over the world as the resistance grows up and finds ways to defeat the gem for good. However, the phantom gem has made some mobs become an eversource, which creates spawn eggs that helps revive the monsters since they are extinct before the 20th century.

Using the eversource in the village, the Bloxman group grabs some spawn eggs that can spawn zombies and skeletons, who can team up with the group to kill off the cops. This time, the eversource can be programmed using a computer. The group then starts coding the mobs at home on the computer. The mobs are then programmed that after birth, they are to kill villagers, ordinary citizens, and especially the cops and the US army that are against the group.

While monsters usually kill any human they encounter, they are programmed not to kill any members of the Bloxman group and army. They are supposed to team up with the Bloxman group. When the phantom gem comes back, the monsters can be powered by the phantom gem. The gem can duplicate spawned monsters that can help the Bloxman group faster.

Eventually, the group returns home and plans on developing the plan to spawn monsters at night tomorrow. The program for the monsters is not developed yet, and the group tries to check for any errors. Dr. Bloxman looks at the codes that look perfect. Last, the group grabs their dinner from the food machine by the airport and eats dinner at home. They go to bed.

**T**

HE NEXT DAY, the group wakes up at their house that is occupied by a US soldier who takes over Metropolis. The soldier is out protecting the United States from the Bloxman criminals. The house also used to be owned by Dr.

Bloxman where he now takes back first. The group explores the house and removes evidence from the US soldier such as things that the soldier has. The group also gets ready and starts planning on spawning monsters later in the night. They get to the computers.

On the computers, the group spends their entire morning coding for the skeletons and zombies. They also code many of the situations such as being powered by the phantom gem and spotting more enemies. They program the dress code that determines which ones get killed and what does not. Anyone wearing an American flag in their clothing is expected to get attacked by either zombies or skeletons as well as American police departments and soldiers without a flag. The zombies and skeletons will not kill anyone with a Bloxman flag and anyone naked. The monsters must also be familiar with all of the Bloxman members, being sure not to kill them. The group programs that monsters will not kill anyone that is German, Italian, or Japanese as these countries will eventually become other empires of the world similar to Bloxman. The monsters are programmed to threaten everyone else with propaganda as well.

During lunch, the group goes to the airport and grabs whatever food they can have at the food machines in the front. They bring the food home and eat lunch there. After lunch, the group

has an extensive meeting that lasts for the entire afternoon on planning to use these monsters to take back the Bloxman Empire as well as teaming up with other countries. They also plan on renaming the empire too based on interest. The Bloxman gang is historically interested in dating and online dating. Therefore, the name of the new empire that is much stronger than the Bloxman Empire is now “Oder Empire”. Oder is short for online dater, where most of the Bloxman gang has done that before when they date a boy or girl. Online dating occurs often before the two friends meet. The best city to date is Metropolis, the capital of the potential Oder Empire. There are offices where the friends can meet and lots of places to date.

Finally, the gang decides on how to start taking back the Bloxman Empire and renaming it Oder Empire as soon as the land is big enough. The first thing to do is to spawn monsters that are programmed to attack any resistance members and help them attack as well. The next thing to do is to take back the phantom gem and make it strong again. In order to make the phantom gem almost invincible, it must have a monster. The group takes a history lesson again.

Back in the 1860s, the original Wither Storm was powered by a command block and can get split into other withers, reproducing it. It also has god-like powers that are nearly impossible to dodge and defeat. However, the original storm was destroyed by mining the command block. This time, the second Wither Storm is almost going to be invincible with the command block being powered by the phantom gem. Anyone trying to mine the command block will be thrown away by the phantom gem, making the storm almost impossible to defeat.

Finally, the last thing to do in the meeting is on what types of monsters to spawn first before spawning another Wither Storm. The gang plans on spending today and tomorrow using undead monsters such as skeletons and zombies followed by other monsters the next few days.

After the meeting, the group explores the hangar and the lab in the aftermath of being taken back by the US army. Metropolis is now full of American flags with the lab being owned by the US army. This makes the Bloxman gang so angry against the resistance and wants to take back their home capital. This is going to be done by spawning monsters all over the place.

After exploring the lab, epicrsxxx099811 uses his rocket launcher he obtains in the office during the meeting to take down two American flags and a sign containing the US Army logo. After the signs are taken down, he goes back home to check the monster codes.

Meanwhile, Dr. Bloxman is taking down other American flags in the northern half of Metropolis. He takes down two flags by pulling it down and planning to replace it with Bloxman flags. All of the Bloxman flags are taken away inside either the houses or the office.

When Dr. Bloxman and epicrsxxx099811 meet at home, they get ready and pack their Bloxman flags up before going to the car and driving off to the village in the southern half of Metropolis. On the way there, the gang is encountered by several police officers who try to arrest and kill the gang. The gang gets out of their car and fights off the police officers using a rocket launcher and a shotgun while the car is out of control. When the car is out of control, the gang chases the car until the car crashes into the airport. After that, the gang gets back in the car and drives to the village. Just before crossing the bridge, the police officers are after the gang, making the bridge crossing hard. However, the gang tries several times to cross the bridge until they make it through the bridge during sunset. They arrive at the village.

Once the gang arrives at the village, several police officers arrive and try to arrest or kill the gang. The gang and the police fight for an hour before spawning the monsters. The only two undead monsters to spawn are skeletons and zombies. Green eggs indicate zombies while the

white eggs spawn skeletons. The gang starts spawning the eggs all over the village to fight both the villagers and especially the police officers who try against the Bloxman gang. Shortly after spawning, the only American flag in the village is taken down again.

The Bloxman gang then starts to replace the flags with Bloxman flags. They raise the Bloxman flags up and place two more flags near the lab. They grab their dinner at the food machine located by the airport. They return home and eat dinner. After that, they settle down and plan for tomorrow before splitting to the bedroom and going to sleep.

BY MIDNIGHT, the skeletons and zombies are fighting the police officers. The police officers come from nearby cities and towns near Metropolis. They try heading and finding the Bloxman gang. The skeletons and zombies attack the police officers and some villagers. The police officers also shoot the monsters to their deaths while other zombies are almost invincible. They attack police officers and other villagers. The skeletons shoot at the police officers and some villagers. However, the skeletons also shoot at the zombies and each other by accident due to programming mistakes that epicrsxxx099811 makes. However, Dr. Bloxman is so smart he can fix the mistake. However, the group is still sleeping in their bedrooms at home.

When the group wakes up from their homes, they head downstairs and get ready to take back the army base. However, the army base is heavily guarded by the US army, who tries to defend the base again, using their skills to take back from the empire.

The group then goes to the computer and programs the monsters to be more aggressive and take over the army base nearby. They also make a plan on how to take back the army base without the use of the phantom gem. Lots of monsters need to be spawned, and the battle has to



be at night. This is because skeletons and zombies both burn during the day with exceptions. The exceptions to this is that the monsters can survive daylight in the rain or when indoors. The group then goes back to coding and programs the monsters to stay indoors during the day. They also program the monsters that they can fight during the day in the rain.

Shortly after planning to invade the army base, the group checks back at the village in south Metropolis and notices that there are no monsters. This is because the monsters keep fighting the police office through the daylight, meaning the police officers are able to shoot the monsters to their death easily. The monsters also burn when exposed to sunlight.

The Bloxman group then respawns more monsters inside the village buildings after programming them to hide indoors during the day. The monsters then hang around indoors until sunset until they can wander around the night, looking for any police officers and villagers to hunt for. The group also notices that they do not have enough eggs to handle the army base invasion, so they go to the Eversource to get more eggs in a forest nearby.

After getting enough eggs, the group then heads back home and plans on spending the afternoon and the rest of the day at the army base, taking them back. They come up with methods to get in the army base without getting killed by the soldiers. Luckily, the group has emergency weapons they can use to kill off the soldiers easily.

The group then grabs some lunch at the airport and eats there. After lunch, they head back home and plan on getting to the army base by driving. They go on the computer to double check the plans such as the arrival at the army base and getting past the front gate. They also double check the methods of fighting off the soldiers before the monsters get spawned. When the eggs are thrown, monsters are expected to come out when sunset comes. Finally, the group gets

in their van and heads off to the army base. They take their own highway north and go around Metropolis before arriving at the army base. At the army base, they park their van at the front of Fort Bragg. They notice lots of soldiers, guarding the base strongly.

The group then sneaks into the army base and starts to fight off the army. The army has stronger weapons, but the rocket launcher can kill multiple soldiers in a single blast. epicrsxxx099811 already has a rocket launcher that can do that. The most important thing to do is to remove the soldiers out of the army base and to make the base under Oder control. However, lots of monsters need to be focused on as the soldiers become more aggressive about defending the country from the second invasion the group is making.

While fighting the soldiers, the group spawns both green and white eggs, representing zombies and skeletons. The eggs do not hatch yet until night time when the zombies and skeletons are safe to come out of the eggs. For the meantime, the group then fights off the soldiers until they are injured enough to come to the hospital. The fight is violent.

The soldiers turn on the base alarm to alert other soldiers for backup. Lots of soldiers can be found everywhere in the base, making sure that they are safe. The police officers from all of the surrounding cities and towns also come to defend the base as well.

The group continues to fight the soldiers in the front of the base. After the front of the base is cleared, they head into the buildings with more soldiers. At the sides of the base, soldiers can be found where the group continues to do fine fighting off the soldiers.

However, there are lots of soldiers in the back of the base with the runway. This is where planes land, and a plane has arrived with backup soldiers coming in. epicrsxxx099811 uses his last shot in the rocket launcher before the soldiers make a final blow on the group, forcing them

to leave the base. The group leaves the base during sunset just before the monster eggs hatch. At home, the group watches the security cameras in the computer onto the army base, watching the turning point as the monsters become aggressive against the soldiers.

Even though the soldiers can kill many enemies, there are too many zombies and some skeletons to watch for. At night while the group sleeps, lots of monsters are taking over the army base, being programmed to be aggressive. They attack soldiers in groups while the skeletons use their bows to shoot at the soldiers from a distance. The arrows are programmed to contain poison materials that can kill a soldier in one shot. The monsters then continue to head to the sides and buildings within Fort Bragg before finally invading the runway.

At the runway, the soldiers make a final blow once again. Once they “defeated” a wave of monsters, they returned and stopped the battle. However, they are surprised that there are far more zombies and skeletons hiding that sneak up to the soldiers to kill them. As a result, the army base is full of monsters that have wiped out all of the soldiers. The soldiers then announce they are tired defending the base as the battle costs many lives to come.

Meanwhile, the skeletons and zombies feel ready to hide during the day. They find a building to hide in for the rest of the day and are prepared to defend their stolen base against any enemies. By the end of the day, the monsters are hiding. Most of the monsters can be found in hidden rooms such as closets or even storage furniture.

**O**n Tuesday, the Bloxman group wakes up again and starts to get ready to spawn another type of monster, which can survive the daylight. The two monsters that should be spawned later today are creepers and spiders. The group then heads to a nearby farm in the northernmost part of the village and obtains spawn eggs that come from the eversource. The two eggs that appear are lime green and black. Lime green represents creepers while the black egg spawns spiders. However, these monsters need to be programmed to protect the group by attacking any enemy the group encounters before they can be spawned.

By 6:00 AM, the group heads back home and goes to their computer. Dr. Bloxman goes to his computer office, which is a separate room from his bedroom. epicrsxxx099811 gets on his computer in his bedroom. Dr. Bloxman and epicrsxxx099811 open a new program and share it to each other, so they can work together to program the monsters. They prepare to code.

The Bloxman group then starts programming the creepers first. First, they research on how the creeper used to behave before they went extinct before the 20th century. Creepers are found everywhere, especially in the forest and uninhabited locations in the world. They generally wander around the environment until they encounter a person. Once they encounter a person, they go close to them and hiss at them. Shortly after the creeper hisses, it explodes, leading to the

creeper's death. The explosion can either kill or seriously injure a person with several block tiles being destroyed. When a creeper dies other than its explosion, it drops gunpowder, which can be used to craft TNT and eventually, guns. For defense, iron golems used to hang around until police departments formed. They attack monsters other than creepers, which means creepers are the only weakness to a community. The only way the creepers can be stopped is either by killing them with a ranged weapon or using cats and ocelots. Melee attacks can also stop a creeper but are very difficult as the creeper is more likely to explore during a melee attack.

After researching about the behavior of creepers, the group then programs the creeper to its normal behavior with exceptions. Creepers should not explode on Bloxman people or property. They are also programmed not to explode on people and properties of Germany, Italy, and Japan. They should remain neutral to third world countries, meaning that they should only explode for defense. They should be offensive and explode anything belonging to the United States and other developed countries that support democracy and freedom.

After programming the creepers, the group moves on and starts programming the spiders at 9:00 AM. Between 9:00 AM and 11:00 AM, they spend time programming the spiders. First, they research on how spiders behave both today and before the 20th century.

Before the 20th century, spiders were big. Their behaviors were different at day and night. During the day, spiders were neutral and only attacked anyone that served as a threat. They were defensive during the day. At night however, spiders become hostile and attack anyone that they see, especially humans. They also team up with other monsters as well.

When most of the monsters became extinct at the end of the 19th century, spiders became one of the only monsters to still exist. They became small and are more considered insects than

monsters. They also act more neutral and now have more species. Some of the species even become passive and now live on smaller spider webs instead of living outside. Today, small spiders can be found everywhere, ranging from passive all the way to hostile.

However, the group wants to program all spiders to become passive to Bloxman and hostile to the United States. All spiders that the group spawns range from small to big. Even the big spiders along with other monsters are going to be spawned and used to help take back the empire from the resistance. Just like creepers, spiders should act similar to other monsters, especially creepers. Both creepers and spiders can help the group fight during the day.

After programming creepers and spiders, the group then gets ready and goes to the food machine by the airport starting at 11:00 AM. When they get to the machine, they grab a bloxy cola and a chicken drumstick. Before going home, the police officers come.

When the police officers come, the group stops halfway home and starts to fight. At first, they use the rocket launcher on the police officers followed by the pistol and shotgun as the officers come closer to the group. Once the officers explode to their death, their torso still lives and survives while moving in the partially torn police uniform. Just before parking the car in the garage, the living police torsos block the car from entering the garage.

After spending a few hours fighting the police, the group heads back home and eats their quick lunch by 2:00 PM. After that, they use the car again and start driving to the village.

Once the group arrives at the village, they fight the police officers and keep them away. They spawn five creeper eggs at the lake nearby and ten spider eggs everywhere in the village. They spawn ten undead monster eggs, five of them are zombies and the rest being skeletons. After spawning, the monsters are expected to hatch their eggs by sunset. For the meantime, the

group fights additional police officers and some villagers. This fight happens until sunset where the group heads back home. Once the group heads back home, they grab their quick dinner and settle down. Last, they wait until 9:00 PM and go to bed to go to sleep.

While the group is sleeping, undead monsters are either born or come out of their hiding shelters. Spiders and creepers are born and come to fight off the police officers and some villagers. This becomes very effective as the monsters attack the police officers. The officers manage to kill some monsters, but there are many more monsters spawned that kill more officers. Some of the villagers cannot sleep because monsters are nearby. Skeletons still shoot at the officers while the zombies attack. Spiders also help attack enemies as well. For creepers, they are born into the lake and still hide to avoid destroying the village, which is Bloxman's property. The use of this village is to practice dealing with criminals with villagers instead.

THE BLOXMAN GROUP wakes up the next day and gets ready to spawn more eggs at the army base. First, they must help the spiders take out the cops first. They eat their quick breakfast and set a plan for the day. The plan is that they should head to the village first before going to the army base. At the army base, the group should take over the base fully.

Before going out, the group checks their computers and makes sure that both the creepers and spiders are programmed to help take over the army base. Next, they go to the village by the van and notice that the cops are not attacking the group themselves. The cops are trying to attack the spiders instead. At the village, the group helps shoot the cops off while letting the spiders have an easy time attacking the cops as well. The police officers try to shoot both the group and the spiders, but the enemies team up to kill the cops. As a result, rounds of cops on the way to the

village give up and plans on finding another way to improve the battle. The group then gets back in their van with their inventories, ready to finish off the army base. When the group leaves, a random girl villager takes a ride on the middle seat before bailing out of the van and returning to the village after the van crosses the bridge towards the army base.

On the way to the army base, the group spends hours on a road trip. They plan on what to do first. They are going to take down American flags and signage of the US army. Next, they plan on spawning all types of monsters so far to help deal with the enemies. For lunch, the group goes to a rest stop and takes an outdoor lunch break before going to the bathroom. After that, the group spends the last few hours on a trip before arriving.

Once the group arrives at the front of the army base, they park their van at the front gate and attempt to take down the US army signage, including the flag down to the Fort Bragg welcome sign. The attempt has failed, so the group moves on and parks the van at the side of the base right by the office. They get off the van and head into the building.

Once inside the building, the group explores the offices and looks for any evidence that the resistance takes back. Most of the offices are empty, but two of them are home to the top soldiers in the base. The group takes over their offices. Dr. Bloxman and epicrsxxx099811 each took back their own office when they used to control the Bloxman Empire at its height. After taking back the office building, they take down the US flags with a rocket launcher and remodify the statue. Then, they finally take down the signage at the front gate of the base.

After taking down the flags and other evidence, the group starts spawning creepers and spiders all over the base. After spawning enough, they start replacing the torn down flags with Bloxman flags while adding more flags to show strength. This time, the base is going to be



owned by the Oder government, where the new empire promotes more online dating because of the name. Eventually, the creepers and spiders hatch first before the rest.

For the rest of the afternoon, the group continues to explore the stolen base and make sure it is fully under control of Dr. Bloxman, the new king of Oder. They examine the behaviors of the creepers and spiders to make sure they are correctly programmed.

When the night comes, the group then leaves the base and goes home. On the way back home, the group plans on grabbing dinner from a restaurant on the way. They exit and go through the restaurant and grab their food. Eventually, they return home and eat dinner. After dinner, they look at the camera and see the perspectives of each of the programmed monsters. In the scene, police officers and soldiers are arriving at the base, ready to take back the base from both the monsters and the group that spawned the monsters. Shortly after seeing the enemies come close to take back their base, they go to bed and sleep for the night.

While the group is sleeping, the enemies arrive at the army base at the front gate. The undead monsters come out into the night, ready for action. One of the monsters turns on the base alarm to alert that the enemies are coming. Dr. Bloxman already programmed spiders and zombies to turn on the base alarm earlier in the past two days.

The monsters and the soldiers clash with the monsters killing most of the enemies. The police and the soldiers try shooting the monsters from a distance. Some of the enemies know the history that involves creepers and the fact that getting too close to a creeper is dangerous as the creeper will explode on anyone being too close. The skeletons also shoot their enemies from a distance too with a bow and arrow, where one shot can kill an officer and a soldier. Eventually, a group of soldiers with a tank arrives, with a driver ready to kill all of the monsters at once. Just

before using the tank shell, a creeper sneaks up to the soldiers while the monsters team up too. The creeper then explodes, killing all of the soldiers nearby.

After killing the tank, there are still a few police officers and soldiers to kill off. There are two police cars in the army base with officers still wanting to take back the base. However, a horde of zombies and other monsters all team up against their enemies and kill the police officer while the creeper blows up all of the police cars. The creeper also blows up any vehicle they can see, preventing backups from fighting off the monsters overnight.

The monsters have one last battle to do. They must fight off the remaining enemies. All of the police officers are killed, meaning the soldiers are the only ones to fight. Eventually, all the monsters hug onto multiple soldiers and kill them all. A group of creepers all hug on a group of enemies, creating a large explosion in the army base.

AFTER THE LARGE EXPLOSION, the monsters finally celebrate their victory at midnight while the group is still sleeping. They gather in the big army space between the front road and the office and have a meeting to be sure to defend the base from the resistance. During the meeting, only a few enemies can be seen in which the monsters still manage to kill them. The base alarm finally stops. Finally, the monsters hide in their shelters. Only skeletons and zombies hide in the shelters while creepers and spiders hang outside until the morning.

In the next morning, the Bloxman group is ready to fix the phantom gem source and repower it again. They are also ready to spawn a new, big monster that can eat up the world. This dates back to when the Wither Storm was born and destroyed 159 years ago when the only weakness is the command block breakable. The Bloxman group improves the Wither Storm by adding phantom gems around the command block in order to be invincible. Also, the command block itself is also powered by the phantom gem, so it can always heal the block after being damaged. However, the gem is not developed yet. These are just plans.

After planning for the day, the first thing to do is to start finding the source of the phantom gem and fix it. The group starts searching the village for any source and even looks underground. They also look around Metropolis for the destroyed source. After a few hours, the group manages to find a broken gem and grabs all of the pieces to the lab.

At the lab, the group then spends another hour trying to fix the gem and improve it. Since the gem was able to get destroyed, the group needs to improve it. First, they fix their gem using lab materials in the lab before they power up. This makes the gem shape like the original hem once again. The next step is to power up the gem once again, which takes hours to develop. Not only that but also trying to make them gem invincible, so the source will not be destroyed. In

order to make the gem invincible, the group comes up with a concept called counterattack and quick arrest. Whenever someone attacks the phantom gem source, the gem either attacks the criminal or teleports to a concentration camp instead of damaging and destroying the source. However, most of the concentration camps are either used for military academies or for regular prison. This makes the phantom source, including the Wither Storm, almost impossible to kill.

While waiting for the phantom gem to power up, the group starts the new program for the Wither Storm and does not have the materials to program the storm yet. They must look for the materials, which can be found hidden somewhere around Metropolis.

The group then splits up and explores everything in order to find the materials. The materials include soul sand and three wither skulls. Four soul sand with one in the bottom, one in the center, one in the left, and one in the right with three wither skulls on the top of the middle blocks makes a regular wither. However, a command block in the middle forms a wither to be programmed that can do anything such as sucking up blocks and evolving into a storm.

Back in the days, soul sand and wither skulls were only found in the nether in which traveling there is impossible without the nether portal. With modern technology, the Bloxman group is able to dig all the way to the nether and the underworld to grab both the soul sand and the wither skulls. However, the wither skulls only get dropped from wither skeletons, a common monster in the nether. Since then, the skeletons became extinct with wither heads being the only evidence in the nether so far. The group grabs all of the materials and resurfaces.

When the group resurfaces, it is lunch time. The group goes to the food machine and decides to take their lunch break. During lunch, they eat chicken and rice with both milk and bloxy cola. After lunch, they spend the rest of the lunch break planning for the afternoon. The

plan for the afternoon is that the phantom gem redevelopment should be checked. By the end of the day, the programmed wither should be spawned with all of the phantom gem gear recovered with the wither being powered by the phantom command block. At the end of the lunch break, the group goes back to the lab to craft a command block and check the gem.

At the lab, the phantom gem is mostly developed and is ready to power up all of the weapons. While finding the wither materials, the group manages to take back all of their weapons taken by the police. Most of the weapons taken by the police are found in the lab storage when they check the phantom gem status. With the phantom gem developed, the group powers all of their weapons up and travels to a plain near the village to start building the wither. They start with three soul sands and a command block in the center. They place two wither skulls with the third and final skull to be placed in the evening after the programming. Just before leaving to program, they use the phantom gem to power up the wither and the command block.

Back at home, the group goes to their computers and starts spending the whole afternoon programming the wither. They first program the behavior of the wither. Once the wither is created, it shall let a Bloxman member ride on and help attack the enemies. Just like other monsters, the wither should only attack Bloxman's enemies. Unlike other monsters, the wither is then programmed to kill anyone in its path except for Bloxman people and property.

The wither attacks by crashing into an enemy person or property or by shooting wither skulls from its mouth before exploding an enemy upon impact. The appearance is also programmed. At first, the wither looks normal but with a command block sticking on it, similar to the original one located at Endercon, Liberty City. When the wither encounters a city or town not under Bloxman control or under enemy's control, it is programmed to suck up all of the

blocks and materials that make up the city, making the wither grow bigger. After enough cities and towns are sucked up by the wither, the wither evolves into a big storm. Unlike the original storm, the wither storm by Bloxman can split up into different types and attack in different, stronger ways with the appearance stronger than the original storm.

Next, the group programs the wither to follow either Dr. Bloxman, epicrxxxx099811, or both depending on the commands in the command block. While following the Bloxman leaders, the storm can suck up using tractor beams and anti-gravity powers.

Finally, the group programs the commands in the wither. They can change the program by using the command block on the wither. They can fly up to the wither and use the command block. When the wither evolves into a storm however, the group must enter the mouth of the wither and get to the command block, serving as the heart. When the Bloxman people enter the wither, the wither is programmed not to bite and eat any Bloxman people. Last, the group programs the wither to follow the commands by listening to the Bloxman leaders. This is improved since the original wither listened to its creator before losing control.

Shortly after programming the commands in the wither, the programming and coding is done. The group heads to the wither building to place the last wither skull. Once the last skull is placed above the command block, a wither holding the command block is born.

**T**he Bloxman group watches the wither go up and ready to attack after the spawn. epicrsxxx099811 hops on the top of the wither and controls the movement while helping the monsters fight off the enemies. Dr. Bloxman tells the wither to start shooting wither skulls and attack any people they see, including the officers and the villagers. epicrsxxx099811 shoots the rocket launcher while the wither shoots the wither skulls. Both the rockets and the skulls explode upon impact on the enemies.

Some parts of the village are destroyed along with a tile of blocks. Some of the holes are created by the explosion. After testing the wither, the Bloxman group moves the wither from the village to the back of the lab where it rests for the night. Then, they head back home and eat some dinner while watching the wither sleep. Last, they sleep.

THE NEXT MORNING, the Bloxman group wakes up again and ready to upgrade the wither. There are two basic goals to reach today and can be done at the same time. The first thing to do by the end of the day is to take back the entire state that Bloxman used to own before expanding into an empire. This means the current state that Bloxman used to settle in. The other goal is to make the wither grow into a storm with powers from what is believed to come from god. The

original wither already had god powers but was eventually destroyed. This time, anything that disrespects the wither storm will be punished by either arresting the enemy or killing them. Once the wither is big enough for a storm, a harsh prison is going to be located inside. Criminals basically get sucked up into the mouth where the storm bites them before going to prison. Inside the wither prison, prisoners are going to be withered and disable their bodies.

After setting two goals, the group then wakes up the wither and controls it to nearby cities and towns. At the nearest city, the Bloxman group then tells the wither to attack, and the wither follows the commands. The wither shoots a single wither skull at a random building, causing panic to the resistance. After shooting, it sucks up nearby objects, including the building. Eventually, the buildings nearby the wither collapses followed by getting sucked up, causing the wither to grow big. Eventually, the additional electricity stolen by the wither is going to be used to power up both the wither and its command block. This process applies to the entire city and several towns that the wither can explore, being led by Dr. Bloxman and epicrsxxx099811.

The Bloxman group then leads the wither to rural farms and forests, where the wither sucks up all of the crops. The nearby buildings as well as mobs also get sucked up as well. Some of the trees get sucked up. Nearly everything by the wither is sucked up except for the ground. Some of the grass gets sucked up, making the ground either have yellow grass or just dirt. No tall grasses withstand the wither sucking. The wither also shoots skulls randomly outside the Bloxman territory, in order to take back the state from the resistance.

Eventually, the Bloxman group heads to another town with one of the best foods they have. They command the wither to retreat and take a lunch break. During lunch break, the group steals food from random food businesses while the wither sucks up most of the structures nearby,



leaving just empty ground. After destroying a city or town, the Bloxman group calls other builders to rebuild the community but under Oder control. This process takes a much shorter time than average because of the phantom building methods.

After lunch, the wither is halfway between birth and adulthood. The head in the center is now grown to be bigger than the two side heads with a tractor beam in the middle. Each head has only one eye, meaning the wither has three eyes. With the tractor beam, the wither is able to suck up more block effectively than before. When it comes to bigger cities and towns, it is able to suck up almost the entire community at once. This causes the wither to become big. After sucking up several communities, the wither grows to be a storm. The command block is fully covered, meaning the wither does not need to hold the block anymore.

The wither is now in a storm phase with all three heads having tractor beams. The Bloxman group controls and leads the wither storm to the rest of the communities across their own state and takes over easily. The wither storm sucks up everything in its path, making the battle easier. After the state is sucked up and destroyed, the group leads the wither storm back home and stops at the village by sunset, fighting the cops over there.

Meanwhile, the remaining members of the Bloxman army are now spawning more eggs. The monsters are programmed to reproduce, meaning that the monster population increases exponentially over time to the point where it spreads all over North America in a matter of days. Every night, monsters can be found everywhere, hiding in places where nobody lives. Other monsters hide and stay away from humans until they think they can attack safely. Using the large monster population combined with the wither storm, this makes the battle against the resistance easier, meaning that the Oder gang is for sure winning against the resistance. This is because

most of the resistance members and properties are inside the wither storm. Almost nobody can get away and defeat the wither storm. Those trying to run away are mostly sucked up, meaning that only tiny amounts of people are able to escape, mostly trained heroes.

Back at the village, the wither storm splits into different types and is now at its full and final phase. Different wither storms can do different types of defense and attacks. The main wither storm has the command block, powering other wither storms with the phantom gem. Each wither storm has a phantom gem serving as the heart, except for the main storm that holds the command block. While other wither storms have more weakness with phantom gems destructible, the command block cannot be mostly destroyed as killing one wither storm results in the reproduction of another wither storm by the main wither storm. With all of the wither storms together, they attack the village, destroying most of the village and its people nearby.

This makes all police officers mostly dead or in the wither storm. The Bloxman group then heads home and sleeps while the wither storm continues to fight.

THE GROUP WAKES UP THE NEXT DAY and prepares to rebuild the damage done by the wither storm. This is because things need to be damaged in order to be replaced by Bloxman. Without destroying enemy places, the fight would be hard as there are many things that are against Bloxman. The plan is to rebuild everything designed for Oder, not the United States.

During sunrise, the group begins to gather all of the materials needed to build and head to the lab to power the building tools by the phantom gem, in order to make building faster. Robots also help with some acting like workers. Dr. Bloxman programs his robots to follow his commands and act like identical humans. This process takes a few hours to complete. After

programming the robots and upgrading the building tools, the group then leaves Metropolis and goes to the nearest cities and towns in order to rebuild them first under Oder control.

The group spends the entire morning and some afternoon rebuilding all cities and towns across the entire state. They start finding some withered blocks scattered across the cities and towns the group visits. They start rebuilding a similar structure to the old ones. In fact, these structures should look the same as when the Bloxman Empire was under control before.

Once one building is complete, the group moves onto the next. On average, one building takes about 45 minutes to complete thanks to the phantom gem instead of days or months. However, the amount of time to complete a building varies with building size. The more big a building is, the longer the construction takes to complete. This means small buildings take less time to complete. Soon, the Bloxman group rebuilds a restaurant with food there.

After rebuilding the restaurant, the group heads to the nearby farms and loots some food over there. They bring them and cook them inside the restaurant and eat them. After eating, they continue to build surrounding structures and place them under Oder control.

Finally, all of the rebuilt structures are actually owned by the Oder government. This includes all of the houses formerly owned by American citizens. Anyone living in the Oder state has American citizenship and rights taken away and must live in an Oder home.

The strict thing for most Oder citizens is trying to escape. Anyone living in the Oder state is not allowed to escape for freedom. There are phantom traps all around the borders that can either kill or send the escapers to concentration camps. All prisons are converted into concentration camps with the majority of them having crematory ovens to cook prisoners. When the prisoners are cooked, the Bloxman group then punishes the prisoners. As a result, these

cooked prisoners are dead and burnt before sending them to a lava station. In the Oder state, there are lava stations scattered. These lava stations are used to burn trash, including dead bodies and some stolen goods. The wastes in the lava then get melted into more lava.

After rebuilding the entire state of Oder, the Bloxman group then explores the new state and plans on expanding the borders back to its Bloxman Empire borders before. They walk across cities and towns to try enforcing strict rules across the entire state. However, there are several isolated areas that have yet to be invaded, including the army base.

The Bloxman group then heads to the wither storm and leads it towards isolated areas. First, they explore the isolated areas and check for any enemies. Most places either have no enemies at all or have enemies that are hiding in order to try taking back from the Oder state. The wither storm can suck up entire buildings into pieces, including hidden enemies. As a result, the wither storm starts sucking up and eating the buildings with hidden enemies shown. This happens to a few areas across the entire state. All isolated areas make up one percent of the entire state. Now the wither storm takes up the vast majority of the isolated areas.

Meanwhile, enemies go to the army base to try defending. They are able to handle the monsters very well, including the creepers. This is because the US army learns how to fight off the monsters properly without getting hurt. Large amounts of backups, including the police officers, started to take back the base. This is one of the first methods to try taking back the Oder state. Before fully taking back the base, the army plans on taking back their base first.

After planning to take over the base, the army plans on taking back the entire state of Oder and throwing most of the Bloxman army to surrender. The last destination to invade is going to be Metropolis and taking back the state of Oder. Finally, the army plans on maintaining

peace after defeating the Oder group. Just before unleashing the plan, the army thought there were no monsters nearby. However, there are hidden monsters in the army base as well as a big, living storm coming. The wither storm then comes to the army base.

The Bloxman group leads the wither storm into the army base with the help of monsters. The large waves of enemies are then surprised that a wither storm comes into the army base. They try to fight off all of the monsters and the wither storm. Some monsters are killed, but the army cannot defeat the wither storm. The Bloxman group and the wither storm team up to attack all of their enemies and destroy all the waves. Police officers are then killed by the explosion from the wither storm while the army are either killed or withered. Two police cars are then removed and sucked up by the wither storm, making it stronger. After the wither storm kills enough enemies, it destroys all vehicles driven by the enemies, including the tank and truck.

After the wither storm helps the Bloxman group defend the base, the group heads back home. Before bed, they only count the army base as an isolated area because of the heavy enforcement by the enemies, even though the base is technically taken over. They also plan on using the wither storm to take back the empire they used to control and promote dating. The group is happy that the wither storm grows strong. They go to their beds and sleep.

**M**eanwhile, Midnightlion53 and his family wakes up and gets ready for the new week. They plan on enjoying the weekend hanging out with their friends and connecting them across the world. The family eats their breakfast and gets ready for a normal day. The plan is that they watch a movie first and spend the morning there before eating at a restaurant. After lunch, the family should be spending time shopping for things before ending the afternoon with a church mass. Most of the hang out takes place at Robloxia Mall. During sunset, the family should go home and prepare for the night.

The first plan is to read and watch the news before sunrise. The family watches the news and sees something horrible back in the middle of the United States. The news for today then causes the family to change their plans and avoid hanging out at the mall because of the situation going on in the news. A monster storm starts to eat up the world and has affected the state located in the center of the United States. The family also sees the news on the articles and several videos, both the TV, newspaper, and the laptop. They see footage of the wither storm sucking up things and traveling fast towards the borders, led by criminals.

Midnightlion53 decides to return to work by 6:30 AM and starts driving his car. Meanwhile, the rest of the family goes to the hospital and notify the front desk that the wither

storm could attack Robloxia. Midnightlion53 goes into his front desk where he spends the morning at and gets his other police officers to defend Robloxia against the wither storm. The Robloxia Police Department then gets other police departments around the wither storm to help defend their area. From there, the national guard is called to help deal with the wither storm. Both the police officers and the national guard are in riot gear, in order to defend themselves from the attack. They also have the strongest weapon possible as well. However, there is little success as the wither storm can suck up most of its enemies into its mouth using the tractor beam. In addition to this, it can also shoot wither skulls at a group of enemies, exploding them.

Because the wither storm is so strong, Midnightlion53 decides he needs his best friends from across the United States to gather up and deal with the wither storm to get them to team up. They study ways of how the original wither storm was defeated.

The only way to defeat the wither storm is mining the command block. One of the guards must find ways to enter the wither storm which is by building something. The only way to get into the wither storm without getting withered is by letting endermen move wither storm blocks around that make a hole. Since the endermen are either extinct or only found in the end, it is nearly impossible to even get into the wither storm. Someone must lead the endermen into earth and get them to move blocks around and then jump in and defeat it.

After studying, Midnightlion53 then heads to the police station by 11:00 AM to notify the officers there that a wither storm could be a threat to the state. The officers respond by sending more officers and some soldiers to defeat the wither storm using technology. After informing the officers, Midnightlion53 heads back home by 3:00 PM. He then meets up with his family and plans on defeating the wither storm carefully without any damage. The family plans together that

they must meet up with all of the friends and people they know together, in order to take down the wither storm. They also must save the world as the Order of the Stone. After planning to kill the wither storm as the Order of the Stone, the family then goes to bed and sleeps.

AFTER THE FAMILY WAKES UP, they get ready to notify and inform more places within the Robloxity metro area and plans on going to Robloxity first. After exploring and informing Robloxity, they plan on going to Roblox Point and Bunny Island theme parks to inform their workers to help with the wither storm and defend the places from any attacks.

The family then takes a short road trip towards downtown Robloxity and starts informing the city. First, they head to the news studio located north of downtown. There, they talk about that the wither storm is much more dangerous than the original and that it could take over the world more than ever before. The news also mentioned that the original wither storm only took over places in and around Liberty City, not the entire world. Now the new wither storm is capable of invading the Americas, with some reports that it can eat the entire world up.

After being in the news for half the morning, the family then drives down to the police station to inform the police department that a living wither storm is coming. There are only a few police officers found in the Robloxity police station, so all of the police must try their best to stop and kill the wither storm for good. Then, the family eats their lunch.

After lunch, the family heads to Roblox Point Theme Park and explores the park to find its security to inform them that a wither storm is coming. The reason why the family informs theme park guards is because they like to go to a theme park and make sure it does not get destroyed by the wither storm. They spend some time on some rides while informing everyone to



watch out for when the wither storm is coming. Everyone should be able to track down where and when the wither storm comes. Midnightlion53 also calls some satellites to keep not just the wither but also when the wither storm is coming, so everyone knows when the threat comes.

Midnightlion53's family goes to Bunny Island theme park to inform workers that a wither storm is coming. In the theme park, there are lots of people coming in and wanting to ride empty rides. Some of the people give up and leave because they think the ride is so busy, but there are no workers to control the ride. Midnightlion53's family all work together while the kids watch as they attract people into the rides. Those who wait for the rides are informed how to react to the wither storm when it comes. They also introduce a new drill to when the wither storm comes.

After visiting the theme park, the family goes to a hotel and settles there for the night. They introduce a new drill to the world about the wither storm before sleeping in bed.

THE FAMILY WAKES UP the next day and prepares to go on an elevator ride. They plan on riding the elevator to announce to other people about the living storm going on. After riding the elevator, the family then plans on going to Watersurfian Theme Park to let staff know to defend the theme park from the wither storm. After Watersurfian Theme Park, the family then is going to visit the rest of the theme parks and individual rides within the Robloxity metro.

The family then leaves the elevator and goes to the train to leave the Bunny Island resort. After leaving the resort, they make their way to a ride called The Normal Elevator. There are two types of elevator in which one is old and was the main elevator about five years ago. The other elevator is the main elevator that most people take. Inside the lobby, the family tells security and other strangers nearby to watch out for the wither storm for when it comes. They also check the

weather radar to give information to let the weather satellite track down the wither storm, so everyone can react to when the wither storm comes. Finally, the family gives everyone a drill, so everyone knows what to do when the wither storm comes. They teach how the wither storm attacks and how to escape, since almost nobody escaped from the original wither storm.

While riding the elevator, the family gives information and tips about the wither storm between floors. On each floor, the family enjoys what is going on and how to survive. The ride is a little bit more dangerous than a normal ride because anyone not reading the Normal Elevator terms of service could die on one of the dangerous floors. For the most part, the elevator floors seem safe and teleports people to safety before hitting the surrounding walls hard.

After riding The Normal Elevator, the family leaves the attraction and heads to Watersurfian Theme Park. From there, they enter the park to inform staff that a wither storm is coming. Still, there are two types of staff, with nice and mean ones nearby. Those that are nice are trying to help protect the park from the wither storm. Mean staff feels like they do not care and that some of the park should be left destroyed by the wither storm. In fact, most of the mean staff are more loyal to Dr. Bloxman and his Oder state than the United States.

The family then gets into the park and eats lunch over there. After lunch, they enjoy some of the rides for only an hour before leaving the park to go to other theme parks.

The family goes to other theme parks across the Robloxity metro area. They inform different security and staff about the upcoming wither storm and that all of the parks should undergo a storm drill, in case the wither storm comes to attack theme parks.

Finally, the family goes on an RV trip to the next destination to defend called Westover Islands. They settle down in a cabin in Westover and go to sleep for the night.

IN THE NEXT MORNING, the family wakes up and prepares to dress themselves as police officers. Midnightlion53 plans on patrolling Westover Islands as a police officer while the rest of the family explores the region, trying to convince the public about the wither storm. Eventually, the family splits up with Midnightlion53 walking to the police station while the rest of the family walks around the town of Westover, finding some people nearby.

Midnightlion53 enters the police station and dresses up as a police officer, playing the same role as when Bloxman expanded into an empire. He checks the traffic cameras at first before informing a few officers that a wither storm could be eating up Westover Islands. The officers respond that a state of emergency has been declared. In places around the wither storm, a state of emergency has been declared while the wither storm eats up nearby structures, making the wither much stronger than the original one. Midnightlion53 then patrols the town of Westover and meets his family again at the intersection of Chestnut Rd and Coastal Highway.

At the intersection, several racers can be found, heading to Victory Road. The family informs the racers that a wither storm is coming and that the entire town of Westover should prepare. After spending half the morning in Westover, the family leaves the town.

The family then heads to Cape Henlopen State Park to inform them that the wither storm is coming and that everyone should prepare by watching from the west. Then, they head to a small town called Woodbury to let everyone know that a wither storm is coming.

The family drives to Kensington and has lunch in a restaurant there. After lunch, they inform Kensington Port to watch out for the wither storm. The port staff can see the wither storm coming from the west, so they must prepare for it. After visiting Kensington Port, the family heads north towards Kensington and spends half of the afternoon there. In the town, they inform

all businesses, including the fire department and the hospital that a wither storm is eating up the world and that everyone should prepare for when the monster comes.

The next destination to spend the rest of the afternoon is Palm Shores, where the family informs more people that a wither storm is coming. The first thing to watch out for is from the west. Finally, the family is done with most of the region except South Beach. At South Beach, the family explores and tells everyone living in South Beach that a wither storm is coming and that the first thing to do everyday is to head to the western side of the island for the monster.

After completing the adventure for today, the family spawns an RV and hires a night driver to drive to Odessa overnight. They explore the RV and tell the driver that a wither storm is coming. The RV then heads off to Odessa while the family sleeps during the trip. It continues to drive north until the end of DE-12 and then turns left to US-40 for the rest of the day.

THE FAMILY WAKES UP THE NEXT MORNING and prepares to patrol Odessa to let everyone there know about the wither storm consuming near the plains. They arrive at the police station where the RV is parked, and Midnightlion53 heads into the police station and dresses up again. The rest of the family walks away from the police station and explores Odessa, looking for more people to let them know that a wither storm is coming.

Midnightlion53 begins the day with a similar schedule from yesterday. He first checks all of the cameras to track down traffic and lets the Odessa police unit know that they should prepare for the wither storm when it comes. Then, the police started patrolling Odessa and other nearby locations. Midnightlion53 first patrols near the car dealership and school where several racers can be found. He announces to the racers that a wither storm is coming and that there

should be an emergency drill for it. This is where he meets the rest of his family, who have to get in the police car to head to other towns. They go to Red Mill Crossroads next to patrol.

At Red Mill Crossroads, the family goes to the car dealership and starts talking to people nearby about the wither storm. After visiting the crossroads, they head to Bordenville and eat lunch along Main Street. After lunch, they start patrolling Bordenville and find more people to talk to. They announce to the whole town of Bordenville that a wither storm is coming and that everyone should protect themselves from it. They also go to the hospital too in order to get them to know the drill for the wither storm. They leave Bordenville for another place.

For the rest of the afternoon, the family explores all locations south of Bordenville. They head to the department of transportation barn and other businesses in the south. They announce that a wither storm is coming and that everyone should prepare. They introduce several new drills for when the monster comes to suck up everything in its way.

Finally, the family travels up north to Cape Ann where they stop at a gas station and car dealership, to announce to everyone nearby about the wither storm. They also explore the beach houses in the nearby road as well, letting the residents prepare for the wither storm. Eventually, the family heads to the state park nearby where they enjoy some nature but talks to a few people nearby about the wither storm and what it does to attack.

Before night, the family goes back to the car dealership and spawns an RV. When the RV is spawned, the family waits for a new driver to come to the RV. They explore the RV and eat dinner before preparing to sleep. Before sleeping, they enjoy the night road trip to Newark, passing through the truck station and factories near US-1. Last, they enjoy the trip along DE-896 south and go to sleep for the rest of the night until the next morning comes.

THE NEXT DAY, Midnightlion53's family wakes up again when the RV arrives at the police station in Newark. They prepare for the day the same way as yesterday and two days ago, exploring the RV one more time before deleting it entirely. Midnightlion53 enters the police station and sees more officers than in Westover Islands and Odessa combined. There are more people out in the streets as well. Midnightlion53 dresses up and starts his day as a police officer while the rest of the family takes a walk to explore the city of Newark.

Midnightlion53 starts his day by using a computer to track down security cameras and scanning for people and crowds. In the camera, there are more cars and people out in the streets than in Westover Islands and Odessa. One camera can also look directly west, as a drill for when the wither storm comes. This is one of the drills to look west. Once the wither storm is seen on the horizon, a state of emergency should be declared and that everyone should either run away from the monster or to hide in the basement away from any windows.

After seeing the camera, Midnightlion53 announces that the Newark police should be aware that a wither storm is coming anytime soon and that the whole city should prepare to either hide or run while the police find a stronger way to defeat the wither storm for good. However, the city of Newark is small and is part of the Harriston metro, along with Westover Islands and Odessa. The police department might need other surrounding police departments as well as the national guard to help defeat the wither storm. However, similar methods have already been done before and have failed as the wither storm sucks everything.

Midnightlion53 and other police officers start to patrol the streets and encounter the rest of Midnightlion53's family. Once Midnightlion53 meets the rest of his family, they find a restaurant to eat in quickly. They go inside the fast-food restaurant located near the shopping

center and eat lunch there. After lunch, they explore the shopping center and the car dealership where several people can be found. They gain access to the speakers across the mall and announce that a wither storm is coming. Alarms should be ready in case the wither storm comes. Once the wither storm comes, the plan is to set off the tornado alarm as well.

The family and the police continue to explore the city of Newark as well as the rural locations between the city and Odessa to let everyone know that a wither storm is coming. Just like a tornado, a wither storm can suck everything up except the wither can suck up from a greater distance and start withering enemies and their properties.

Finally, the family and the police are done for the day. The plan is to settle down in North Newark, located across the Indian River. The family takes a short drive towards North Newark and settles down in a cabin there where they sleep for the night.

TOMORROW, the family wakes up the next morning and prepares to inform the Delancy Gorge area that a wither storm could come. They prepare to leave the house and head to the town of Delancy Gorge. They get in the van and drive towards the police station.

At the police station, the family gets in, and Midnightlion53 gets inside the dressing room to dress up as a police officer while the rest of the family waits in the lobby. Midnightlion53 gets to one of the computers behind the lobby and checks the cameras across the region. There are fewer people seen in the area than Newark but almost the same as Westover Islands and Odessa.

After checking the cameras, Midnightlion53 calls off the police department to prepare for the wither storm for when it comes. He introduces the drill that is similar to a storm drill like going to the basement and staying away from the windows. He also explores the police station to

find good shelter rooms for the wither storm. Anything in the basement can be safe as the wither storm only sucks up buildings sticking above the surface. There is another challenge though. The wither storm can use tentacles to attack the basement and break the floor.

Then, Midnightlion53 leaves the police station with his family and starts walking to the center of Delancy Gorge. The family explores the town and sees a few people they can talk to, especially the car dealership. At the car dealership, they notify the people there about the upcoming wither storm and that the whole town should prepare. After exploring Delancy Gorge and informing the people there, they leave the town and head to Pomeroy.

At Pomeroy, the family explores the town and informs the people there that a wither storm is coming. Luckily, a mountain gives a little protection though. The family then goes to a restaurant at the shopping center and eats lunch there. After lunch, they explore more of the town and give information to the people about the wither storm and how they should prepare. This is because the wither storm could fly over or around the mountain and attack anything.

After visiting Pomeroy, the family starts driving to the mountains and examining safety there. After that, they go to the truck and logging station where there are no truckers present. They head to the gas station and go inside to look for anyone there. Finally, they arrive at Gerard Ferry where a few people can be present to give wither storm information and safety.

At Gerard Ferry, the family goes to the car dealership and the hospital to give information about the wither storm. They introduce safety measures and improvements over the original. During sunset, they go to the car dealership and spawn an RV. They explore the RV and prepare for the night. They hire a new driver and start sleeping. While sleeping, the RV starts moving south towards Washington D.C., by going through Newark and Odessa overnight.



THE NEXT DAY, the family wakes up with the RV parked at the trailer center. Near the trailer center, there is a car dealership where the family spawns a van. After spawning the van, the family heads towards the memorial near the capitol and the White House to start giving information. In the memorial, few people can be seen with some being officers.

The family arrives and gives information about the wither storm to the people nearby. The people are mostly American citizens and police officers. One of the top government officials are also present, so the family gets them to save the world from the wither storm. In fact, government officials believe that the Order of the Stone can save the world from the wither storm again, just like before. Eventually, some police officers arrive at the scene where they see random citizens shooting guns at each other. The police officers stop the violence while the family gives a speech to everyone that citizens should prepare for the wither storm. All brave people and soldiers should all help the Order of the Stone take down the wither storm. At the end of the morning, the family leaves the memorial a little bit and eats lunch on the grass. After that, the family returns to the street and gives even more information, including the background. One of the officials dates the situation back to the 1860s where the wither storm was defeated using Endermen and command block weapons. The Endermen took down wither storm blocks while someone used the diamond command block sword to mine the command block off.

After giving a very long speech at the memorial, the family spends the afternoon going to the White House. At the White House, they go around the fences and call the president for help. The president then calls more soldiers to come to the wither storm and team up. However, the wither storm has sucked up most soldiers, causing the wither to only get stronger. The family then leaves to the capitol, to convince congress to declare war on the wither storm.

The family arrives at the capitol and gets inside. Inside, they arrive at the rooms where speeches can be given. They give a speech to congress about the wither storm and that the Order of the Stone should be recruited. Congress then takes over and declares war against the wither storm. This is the first time that Congress has declared a war since World War II. Since the Oder group plans on taking over the world and making friends with other countries, Congress believes that this is the most likely cause of World War III and that the world will end without caution.

After the war is declared, the wither storm starts expanding in all directions from the Oder state, expanding its borders while the backup soldiers get sucked up as the guns proved ineffective against the wither storm, since they do not hit the command block inside.

The family then informs the department of state and defense about the upcoming wither storm. The departments respond, and the family leaves to go to Greenville overnight.

THE FAMILY WAKES UP IN THE MORNING and gets ready to call the Wisconsin State Patrol to help with the wither storm nearby. They are still on the way to the state patrol station in the town of Greenville. Eventually, they arrive at the state patrol station where Midnightlion53 gets in and starts to become a state patrol. The rest of the family stays behind.

While Midnightlion53 is in the station, he calls off the whole patrol to deal with the wither storm coming from the southwest. He explores every single room in the station, leaving several notes about the wither storm. He also calls that the state patrol can be heroes just for slaying the wither storm. He leaves the station and meets up with his family again.

When Midnightlion53 meets up with his family, he walks across the street to the EMS station to call in the fire department and the paramedics. Lots of firefighters and paramedics are

already near the wither storm, dealing with the wildfires caused by the explosion of the wither skull and bodies that remain after the wither storm attacks the people nearby. The family calls in the departments in case the emergency services need more backups for the wither storm.

The family then starts patrolling the entire town of Greenville, looking for more people to interview with. They first go to several buildings in the town with a few people in there. They announce that a wither storm is coming and that everyone should prepare. They introduce a new drill for when the tentacles invade property. Everyone should be given a weapon such as a gun or sword in order to defend themselves against the tentacles. In addition to this, everyone should start finding shelter in the basement, even though the tentacles can break into basements.

The family then goes to the gas station nearby the town and the community park and eats lunch near the baseball field. After lunch, they go to school, but no one is at school because the school year just ended. However, they want the school to survive the wither storm. Since the wither storm only targets the people, the school is more likely to survive with no one there.

The family moves east towards the rural farms and goes into the grocery store and toy shop. The Mexican restaurant seems reopened after cleaning from the unrest before the Bloxman Empire took control for a big portion of the developed world. Several people visit the stores, so they are more likely to be hit by the wither storm, causing destruction to the town.

Eventually, the family visits the car dealership to get another RV and then starts driving through the rest of Greenville, warning everyone along the way about the wither storm. Eventually, they leave Greenville and prepare for the night while on the way to Monroe, North Carolina. This is expected to be a very long trip. The family is expecting that they should arrive at the Monroe police station by after sunrise tomorrow. They go to sleep in bed.

AFTER SUMMER STARTED, the family wakes up the next morning, still on the way to Monroe. They just entered the North Carolina state line. They eat their breakfast and get ready to warn the town about the upcoming wither storm. While on the way, Midnightlion53 goes on his phone and sees several videos that the wither storm is reaching Greenville and attacking everyone, sucking up its enemies on the way. The family is far and safe from the monster.

Eventually, the family arrives at the police station with Midnightlion53 entering. He registers as a police officer and warns everyone about the wither storm. He warns the police officers first to prepare for when the wither storm is coming. He explores everything in the police station, knowing many of the structures there and leaving notes about the monster.

Midnightlion53 meets his family and is ready for the day. The first destination is the government center, located north of the Main Street district. He then warns the Monroe local government about wither storm defenses and that everyone should team up. He warns that a single mistake to fight the wither storm can lead to being sucked up, attacked by the tentacles, or just blown up by the skull projectile, meaning everyone should be very careful.

The family then eats their lunch somewhere in town. After lunch, they go down Main Street and try protecting businesses from the wither storm. The street seems very empty except for some racers to use the empty roads for racing. Eventually, the family reaches the church, where they pray and wish that the wither storm leaves the town alone.

After marching from the town hall to the church, the family then starts moving and exploring the town, leaving several notes about the wither storm and its emergency drill. They go to the hospital and the fire station, where they warn workers to prepare for the big responses and events for when the wither storm comes. The family then explores the rest of Monroe, where

they leave several notes about the wither storm. Eventually, the people will notice the notes and prepare for when the wither storm is coming, so they can be safe from the monster.

The family leaves the town of Monroe and moves to the smaller towns to warn them about the upcoming wither storm disaster. They give notes to every single building and meet several people over there, giving speeches about the wither storm. Most of the people are located in the car dealership, where they are spawning cars to head to Monroe to have fun there.

After visiting the smaller towns, the family returns to Monroe but this time to the suburbs, located north of the main town. They explore every single place there, giving several notes that look like political signs. They also email everything about the monster too. Eventually, they head to the car dealership where they give their last speech of the day about the wither storm. The family spawns an RV and prepares for the night. They sleep on the way to Currituck.

IN THE NEXT MORNING, the family arrives at the Currituck police stations and waits for the day to start. They get ready to warn everyone in the town about the wither storm. Midnightlion53 enters the police station and explores it, dressing up as an officer. He also goes on the computer to track down the wither storm, heading a little east towards the family.

When the day starts, Midnightlion53 goes to the security cameras and watches as some of the racers pass by with nobody else in the scene. A few officers can be seen at the police station, but most of them are not actually patrolling the area. This means Midnightlion53 is not just responsible for the wither storm warning but also to enforce the Currituck region as well.

Midnightlion53 exits the police station and meets up with the rest of his family. The family then heads to the town of Swanquarter and explores the main town, including the car

dealership. At the car dealership, lots of people can be seen spawning cars and taking off to explore the region. Before all of that, the family warns nearby people that they should prepare and learn how to be safe from the wither storm as it can suck everything above the surface and use tentacles to break into basements. They provide everyone with weapons to defend with.

The family then goes to the post office across the street and writes information about the wither storm in mail. This means that residents in Currituck and its surrounding area are expected to get mail about the emergency wither storm warning. Weapons should also be mailed as well. This includes swords, bows, and guns to battle the tentacles when it comes to attack.

The family eats a quick lunch before leaving Swanquarter. Then, they drive north to Currituck and arrive at the car dealership where a few people can be found. They warn everyone nearby that a wither storm is coming and that they are expected to get more information, including provided weapons. Gun and weapon shops also give one free weapon as well. For example, a basic sword, bow, or pistol becomes free while stronger ones get discounted.

After warning Currituck itself, the family travels west into the rural locations with the first destination being Fort Landing. In Fort Landing, they warn everyone nearby that a wither storm is coming and that they should seek shelter. Luckily, there is a water source nearby where some swimmers can hide underwater. However, all swimmers must have scuba gear in order to breathe underwater and hide when the wither storm attacks Fort Landing.

Finally, the family explores the rest of the region and makes a final stop at the airport. At the airport, they warn security about protecting the airport from the wither storm and that all flights to the central United States to be cancelled due to the wither storm threat. They leave the airport for a long trip to Sunshine City. During the trip, they sleep overnight.

THE FAMILY WAKES UP THE NEXT DAY and gets ready to warn everyone about the wither storm. They first get ready and go into the police station. Midnightlion53 dresses up as a police officer to patrol the city and warn everyone about the wither storm. They plan on spending the morning exploring the main city and the other half on the theme parks.

Midnightlion53 checks security cameras across the city with some streets being full of everyone there. He also checks the police station and warns other officers to take measures in order to be safe from the wither storm. Everyone who does not know how to fight well has to hide and be safe while brave troops help take down the wither storm for good.

After warning the police department, Midnightlion53 meets up with his family and patrols the entire city except for the theme parks and the space terminals. The family warns the residents and travelers about the upcoming wither storm. Travelers who live near the wither storm must stay in the city, unless they are troops that can fight the wither storm.

By mid-morning, the family starts going to Universal Studios Roblox and explores the whole park, finding security members there. There are no security members present, so they continue to explore all zones of the park. During the course of the expedition, there are no security present but customers. The family warns some customers about the wither storm. Before leaving Universal, they eat lunch in the CityWalk. They leave the park and drives off,

In Disney World, the family arrives with the security guard telling them that the tickets are ten robux. Before getting in the theme park, they warn the security guard that a wither storm is coming and that security should be responsible for protecting the park from destruction. The family gets in the park and sees more security members in the front and everywhere in the park. They warn the whole security about the wither storm and measures to become safe. The security

should be responsible for fighting the wither storm with special weapons since regular weapons do not work on fighting the wither or any other bosses that they have. In fact, there has not been a big boss for centuries with the last boss being The Moon Lord in all of history. Next, the family heads to the Magic Kingdom where they explore the park but without security.

After exploring the theme parks, the family spends a little bit of the night at the space facility, where some rockets are capable of destroying whole cities. They head into several labs and warn everyone about the safety of the wither storm. They also get soldiers to use the rockets from the facility to fight off the wither storm, which can be even more effective than everyone has imagined. No Endermen is needed to blow up the whole, so the rocket from the facility is believed to blow up a hole of the wither storm, giving access inside safely.

The family then begins to leave for a city in San Andreas between Los Santos and the Mexican border. They get in a plane where they sleep overnight during the trip.

ON FRIDAY, the family arrives at the airport in the early morning and gets ready to warn everyone about the wither storm problem. They get in the nearest car by spawning using a phone. They drive to the police station. Once at the police station, Midnightlion53 gets out and explores the police station just to dress up as an officer.

During sunrise, Midnightlion53 meets back with his family and starts to go to the car dealership where some people are spawning their cars from there. At the dealership, the family warns everyone nearby that a wither storm could come and that everyone should be prepared. They try giving everyone some weapons and try getting weapon shops to offer free weapons and discounts stronger ones as a basic need for the wither defense. Pharmacies should also offer



medicines and prescriptions for the wither sickness as getting too exposed to the wither storm could mean people getting the disease. This applies especially for troops and guards to fight off the wither storm as they are getting exposed enough for the wither sickness.

The family then leaves the car dealership and heads to the police station where they explore the police station. Unlike other police stations, this one is mostly empty with many of the rooms empty. The only ones that are normal are the front offices and the prison under the station. Anyways, the family writes several notes and leaves them across the police station, so the police department is warned about the wither storm coming in.

Next, the family takes a quick lunch break at the donut shop nearby and then starts to spend the rest of the day exploring and patrolling the city. There are several racers, who are speeding on the streets. The speed cameras across the city catches several racers speeding in the streets, making the city have the most speeding record with not just how many cars but also the amount of speed that the racers are making. The family tries to get everyone to be warned about the wither storm, but many of the racers simply ignore the police instructions.

The family then explores more of the city, warning some people about the wither storm in more detail as the media is unable to give effective ways to stop. In the media, much of the information is wrong that can lead to everyone getting sucked up and disabled by the wither. Getting inside the wither storm after being attacked is more deadly though. Eventually, the family returns to the police station where more police cars are out.

The police cars are trying to chase all of these racers. All of the police officers are then warned about the wither storm. The family then stops the shift and waits for a road trip to Pacifico. They get on the trip and start sleeping in bed while on the way to Pacifico.

THE TRIP LASTS LONGER THAN EXPECTED as the whole trip requires two ferry rides to get to the other side. The first ferry takes place from the port that the family just patrolled to the Port of Los Santos. This is because most of the land has mountains that makes road construction expensive. The second ferry takes place between Paleto Bay and Full Moon Bay. This trip takes the longest overnight. After the two trips, the family continues to sleep until the next morning where they are near the Pacifico police station. At the police station, the family is already for action and plans on spending the day patrolling the town.

During sunrise, the day starts with Midnightlion53 dressing as a police officer and obtaining the energy gun. He explores the whole police station and goes on the main computer to write information about the wither storm. He also tracks the location of the wither storm too, heading southwest towards Pacifico. After the computer, he prints the notes out and leaves them across the police station, so the officers know what to do when the wither storm comes. Midnightlion53's advice should be more effective than other media advice because Midnightlion53 knows more on how the wither storm does than everyone else.

Midnightlion53 meets up with his family again and spends the morning on the Goggle office building. The family tries to find anyone to talk to, but nobody is around. Nobody is found on the first floor, so the family goes to the elevator and finds out that there is nobody there too. They also go to the other side of the building where nobody can be found as well except empty computers that Midnightlion53 writes notes down for.

After visiting the office, the family goes to the cinema nearby and looks for anyone there. One person is spotted but leaves shortly. The family looks for someone in the theaters, but nobody is seen there as well. The family returns to the police station and looks for other officers

as well, but no officers can be found. The family then leaves the police station and drives around until several police vans are seen at the cafe parking lot.

In the cafe, several police officers are enjoying their lunch, and the family joins the lunch too, eating donuts and bagels. After lunch, the family spends the rest of the day talking to anyone in the cafe about the wither storm. They talk about how the wither storm works and emergency responses in order to be safe from the wither storm. Someone in the cafe refers to the early 1860s when the wither storm was around and destroyed. Anyways, the family gives a background history about the wither storm and other monsters, how they became extinct, and how the Oder group brings back monsters to life, including the wither storm.

After spending time in the cafe, the family goes back to the police station and signs out. They get in the normal van and drive to the airport during sunset. In the airport, the family checks in to go across the Atlantic Ocean, but the flights there must connect with Los Santos International Airport. The family then gets a flight to Los Santos and then gets a ticket for Air Herler. From there, they get on the flight that goes to a British city to warn them.

From there, this is the first time that the family must warn the world outside the United States about the wither storm and other monsters alive. From the rest of the world, the monsters that Oder is spawning are not a threat at first. However, this could change as Midnightlion53 and his family warns the entire world about going to war. The main reason is to get other allies to help the United States defeat the Oder group and all of their monsters.

**O**n the airplane, Midnightlion53 and his family warns everyone on the plane to recruit more police and soldiers in order to get backup for fighting both the wither storm and widespread monsters. This is because the United States cannot fight both the wither storm and widespread monsters as all of the guards across the country must fight the monsters every single night while the group takes over and expands their borders.

When the plane arrives at the airport, the family gets off and explores the airport. They warn nearby people that they should travel to the central US and fight off the wither storm as well as all of the widespread monsters that come out everyday and especially every night. They go down to the door that leads to the arrivals in which the door closes until a bus comes. Once the bus arrives, they get on and ride until the bus stops for the arrivals. From there, they get some bags from the plane and start heading out to the train station instead of the main exit.

At the train station, the family waits for the train to arrive. When the train arrives, the family warns nearby passengers about the wither storm and the monsters that the US is dealing with and that backup is needed by recruiting more people across the world to help fight. The train stops at the ant zoo where some people get off. The family does not get off at the ant station. The train then moves with the next stop being the ski resort. When it arrives at the ski

resort station, the family gets off and heads to the ski resort with snow, located on the high elevation of the city. The snow there is both man-made and natural in the summer.

At the ski resort, the family arrives and warns visitors about the winter storm while on the way to the main resort. When they arrive at the main resort, they just have fun and encounter other visitors, who also know what the winter storm and other monsters do and how to stop them. They go inside the building and relax for a little bit. They go to the snowboard racing course for fun and then ski all the way down the hill. They explore the entire resort for the rest of the time. After exploring and having fun again, the family leaves the resort.

The family then goes back to the train station and waits for the train to arrive. While waiting, they warn more visitors and people nearby about the disasters and monsters out in the central US and how the entire country is alerted for emergency safety concerns. When the train arrives, they get on and stop at the next station which is the bobsled resort.

The family then exits the station and heads into the bobsled resort. They warn other visitors that they should team up with the family and help. The main purpose of revisiting the world is not just to have vacation but also to recruit more people to be heroes as the media information is not enough to be effective in fighting all of the monsters. The family then uses the bobsled to slide down two times and warns while having fun. After visiting the bobsled resort, they return to the main exit and head to the hotel nearby in order to check in for the night.

The family gets in the hotel and checks in for the night. They get in the rooms and plan on visiting more of the world for another vacation to get everyone to fight better than before. They watch the TV about the fight between the monsters and the soldiers. They see that the monsters are teaming up to clear for the reinvasion. Last, the family goes to bed and sleeps.

THE FAMILY WAKES UP IN THE NEXT MORNING and gets ready for another day of warning more people about fighting the monsters better. They spend an hour getting ready and packing up everything needed as they have to check out of the hotel. They head downstairs to the main floor and check out the hotel. After checking out, they head directly to the train station where the bobsled resort is and wait for the train to arrive in a few moments.

While waiting for the train, the family warns everyone nearby about the dangers and safety of going to the United States and fighting off the monsters that Dr. Bloxman and his friends have already spawned. By this time, the monsters are widespread across the entire United States and some of Canada are affected too. The family is not affected by the monsters as they are currently in the United Kingdom, trying to make steps to warn the friendly government to help stop the monsters as well. Eventually, the train arrives and picks the family up. It then goes to the next stop which is the aquarium. The family does not exit the station leading to the aquarium. After the aquarium station, the next stop is HeidiLand Theme Park. At the theme park station, the family gets off and enters the theme park where they warn more people there.

The family warns starting at the front gate of the park. They warn nearby people about the dangers and safety of living in the United States and the fact that some people cannot sleep as the monsters are near their homes. Because of this, some Americans end up being killed by the monsters because they are too tired to fight with their fists without any weapons to hold. The family then explores the park and sees many people riding the TopSpin ride, a ride that spins and flips. During the ride, Midnightlion53 warns everyone about the monsters and then screams. The family enjoys the ride for a little while until Midnightlion53 jumps off the ride after taking off the safety gear. Midnightlion53 then proves that he is brave enough to fight the wither storm and

all of the monsters, but he needs proof that he can fight safely without being attacked and killed by. He also has to prevent himself from getting wither sickness as well. Anyways, the family explores the rest of the park where no one can be seen to warn about the emergency disaster.

The family returns to the train station and goes back to the airport. At the airport, they transfer lines and head to the park near downtown. They go to the train and ride while warning other passengers about how fighting the monsters should be done better than before. They get off the train and wait for the bus to go to the park. After the bus, the family gets into the park and meets several people nearby. They warn them about recruiting other soldiers and police officers to get backup for the United States to fight off the wither storm and other hostile mobs.

The family then goes to the nearby hotel during sunset and settles down there. They watch the fight on TV and have their last dinner. Finally, they go to bed and sleep for the night.

IN THE NEXT MORNING, the family wakes up and prepares to warn everyone about the monsters back at their home country in the center. They pack up with things needed and then leave the hotel. They go back to the park and spend parts of the morning there.

In the park, there are several people there, so the family decides to warn them to prepare for the dangers when coming to the US. So far, the citizens nearby are safe as they are unaffected by the monsters. The family is then headed to the subway station to leave the park.

At the station, the family plans on warning everyone in the center of London about what is happening in the United States. They wait for the subway to arrive. Once the subway arrives, they get on and meet some immigrants who speak Spanish. They are unfamiliar with the language, so they wait for the subway to arrive at their destination. The subway makes several

stops that picks up and drops off some passengers a few times. Eventually, it arrives in the center of London where the family gets off and warns the station about the dangerous situation.

The family then heads to the station that divides immigrants and citizens/fastpass. In the UK border section at the subway station, they encounter immigrants and staff that both speak Spanish. This makes the family confused. Anyways, they try talking to everyone about the wither storm and other monsters in the United States and that stopping the monsters requires lots of backups to do. They tell the Spanish people that the place is not Spain and that they should know English more. Eventually, most Spanish people leave with more immigrants coming in. Eventually, the family takes over one of the booths and welcomes some immigrants, requiring them to give information about the wither storm and the monsters out in the United States. After letting immigrants pass the border to make backups to stop all of the monsters, they leave the station and are welcomed near the Tesco shop located at the top of the station.

The family spends some time talking to random people on the streets and leading a group to Parliament to call backup towards the monsters. They head to the government to warn them to declare war or call backup towards the United States to team up against the monsters. The government then calls for soldiers and some national police to help fight the monsters off. The family then returns to the hotel during sunset and prepares for the night as well.

The family returns to the subway station and nearly misses the subway ride. They barely get on the subway and almost get crushed by the doors. They ride the subway for a few moments and return to the park. At the park, they warn people nearby quickly and then head back to the hotel. In the hotel, the family returns to the room and continues to watch TV about the fighting of monsters, which turns out to be a failure so far. Last, they go to bed and sleep.



THE FAMILY WAKES UP and starts the morning by getting ready to check out. They pack everything they need and start to leave the room. They head downstairs and start checking out while bringing the inventory out. They walk out of the hotel and are headed to the subway station again. They wait for the train to arrive and plan on leaving to go to Eldershire City.

When the train arrives, the family gets on and plans on spending the next two days in Eldershire and communities around it. This includes Rozlyn, Alyard, Northwell, and Spring Hills. However, Eldershire, Spring Hills, and Rozlyn are planned to be warned today while the rest of the places are warned tomorrow. The trip takes hours across the channel. Once the train arrives at a station by Northwell, the family then changes lines and takes the high-speed line directly to Eldershire Central Station. Once the family arrives at Eldershire Central, they head upstairs and see blue and yellow trains, indicating that the family are in the Netherlands.

At Eldershire Central, the family sees lots of people waiting for trains to arrive. They warn them that they need to call backup to the United States to help both American and British soldiers to fight off the wither storm and all of the monsters spawned. The family then considers that World War III should be declared where several soldiers from different allied countries come to the United States to fight off many monsters and a big wither storm in the center.

After visiting the train station, the family resurfaces and explores the city of Eldershire with all of the buildings, just looking for people to warn with. They also get in contact with the police by giving notes to the police station to start defending in case monsters start appearing.

Next, the family then returns to the train station and makes their way to Spring Hills, which is a small residential town. There, they warn residents that they should get the soldiers and the police to deal with the monsters back in the United States and make sure that the city is safe

from the attacks. After visiting Spring Hills, the family returns to the station where they warn waiting passengers about the monsters, especially American citizens and visitors.

The family changes their plans and goes to Dockside Freight to warn the port about delivering cargo to the United States. The port crew should be aware when delivering the port, especially when arriving at night as the monsters begin coming out. Even during the day, the crews around the world should also be aware that going to the American ports are more dangerous because of creepers that can destroy a ship and parts of the port nearby.

Finally, the family goes to Victoria Fields and Bridgewater to warn some soldiers and local police departments to deal with the Oder monsters in the United States. They go to Northwell and check in a hotel there near the train station where they sleep for the night.

THE NEXT DAY THE FAMILY WAKES UP, they prepare to visit the eastern half of the map. They plan on visiting Northwell first followed by Linshire. Then, they should visit Alyard and finally, Rozlyn. On all of these, they are going to warn everyone that the monsters could come and that they should prepare for it by hiding or fighting.

The family then starts their day by wandering around Northwell and exploring everything there. They leave several notes on some businesses such as security and police doors, so the town can be defensive against the monsters. They come back to the train station and warn everyone before a train arrives. The warning is about the monsters that are everywhere in the United States and parts of Canada with fears that it can come to other parts of the world.

The family then rides the train to Linshire where they explore the town and warn everyone to prepare themselves in case monsters come and what to expect. They also remind the

police and other security to watch out for any monsters that come out at night and also watch for the wither storm as well. They travel down to Linshire South station where they warn everyone there while waiting for the train to arrive going to Oceanside.

The family eventually makes their way to Oceanside and enjoys fun at the beach. Before that, they warn everyone about the monsters that could come and that looking at the beach is a great idea to watch out for monsters, especially at night. However, the beach faces east towards the other side of the lake instead of the west where most of the monsters are located. The best way to watch out for monsters is the western beaches and at night.

After visiting Oceanside, the family rides another train to Alyard West station. From there, they warn everyone at the station to prepare for the monsters and recruit national security to help the United States take down all of the monsters. They exit the station and wander the city to leave several notes on several buildings for a new emergency response. When people come out, they are expected to read the notes and use them to respond when the monsters come into the city. However, the monsters are still not in the city yet though.

Finally, the family takes a long trip all the way to Rozlyn and starts at the station where they warn everyone about the monsters back in North America. They are then headed to Rozlyn south where more people are reminded and warned. They explore the city and then eventually return to the main city of Rozlyn. After that, they head to the airport and warn more people, especially American visitors and citizens to be aware of the monsters wandering all the time. The family then leaves the airport and heads to the nearest port.

The family goes to the port and gets on a ship. They spend the night in the ship, planning to warn everyone in a network of islands. They go to sleep.

THE FAMILY WAKES UP and spends the start of the morning on the ship, preparing to disembark the ship and explore the cargo island. They pack up everything needed and plans on spending the whole day exploring all four islands seen in the network. In these islands, the family plans on warning some people about surviving with monsters.

The family leaves the ship and explores the cargo island. Once at the cargo island, nobody can be seen. They grab a motorcycle in their inventory and a flare. They start exploring using a motorcycle and find out that the island is mostly empty. They leave several notes in case someone visits the island for them to read the note about survival.

After exploring the cargo island, the family goes on the pirate ship and explores the western islands, the biggest islands in the network. The islands are divided into three islands. The northern two islands are located far north of the southernmost island. All islands are connected by bridge with the southernmost and middle island being connected by a hill tunnel and a long bridge. The family starts from the northernmost island and observes in a lighthouse. There is nobody so far yet. The family leaves several notes along the northern island.

After leaving the notes, the family sees one person using a regular motor boat and warns him from a distance to prepare to survive with monsters. Many people believe that the monsters are not coming to other parts of the world and that only North America is affected. However, the family warns that everyone needs to prepare for survival.

Next, the family goes to the middle island with lots of houses. They leave several notes on all the businesses and some houses there. They give signs to some places about the emergency response when the monsters come to the islands. They see one person riding in a motorcycle just like the family. They warn the person to prepare as well. The family goes on a scenic trip to the

southernmost island the second time on a motorcycle. They go through the tunnel and into the bridge. After crossing the bridge, they arrive at the island.

The family then warns by giving notes and signs across the island, so the residents can respond and be safe from the monsters. The family goes on the power boat and heads to the southern islands, a group of islands that has three islands.

The southern islands have the northwest island, the southwest island, and the eastern island all divided by rivers and canals. The family explores all three islands connected by bridge and warns everyone there about the survival of monsters.

Finally, the family uses a barge ship to return to the central island at a final stop. They warn everyone on the island by sending notes since nobody is seen. They go to the yacht spawned in the port and head off to the next network of islands. The family sleeps.

WHEN THE FAMILY WAKES UP with the yacht almost arriving at the net network of islands. They arrive at Port 10, the northernmost island in the network. They get ready before leaving the yacht by eating breakfast inside and packing up before leaving. The family then leaves the yacht and despawns it before exploring the island once again in a while.

The family then explores the island and sees at least one person there where they talk to that person about fighting the wither storm and hostile mobs in both the United States and the expanding Oder state. However, the Oder state seems very dangerous with the wither storm in the center and sometimes the borders wish to expand towards.

Next, the family leaves Port 10 and heads south to the other islands along the way. Eventually, they reach Port 2, which is home to the police headquarters in the island network. As

the family patrols the network, they explore the island and eventually reach Port 8, an army island that can be very important. They warn the military to back up the United States into fighting off the monsters and especially the wither storm. There are no soldiers present in the scene, so the family leaves notes across the island and spawns a military submarine to help patrol the network better. The family then heads to other islands in the network.

The family explores more islands and leaves notes to all of them as they see few people about the warning to backup the US into fighting the monsters. They head to Port 1, which seems one of the most popular islands in the whole network. They take a stop onto Port 7 where they explore the second time. In all of the island visits, the family leaves notes on all of the islands. The residents in these islands are expected to read the notes and get the military and the police to respond to the ongoing war between the American troops and the monsters.

While the family is having fun again, they are mainly in the network to warn everyone about the monsters and that they should prepare for safety. They also have fun on the ships while planning to go to other islands to both explore and warn local residents there.

The family then takes a long trip to Port 11, the biggest and last port of the day. There, they warn the city about the monsters wandering and attacking back in North America. They request some people to become brave and help fight the monsters. Since it is July 3 with the night coming, the family calls back to use the fireworks to distract the monsters. They explore the ports and find a way to leave the network of islands into the next network.

The family then spawns a ship and gets on. They explore the ship as they prepare to sleep, having dinner and going to the stateroom. At the stateroom, the family unpacks and sleeps where they spend the night while the ship moves onto a different network.

THE FAMILY WAKES UP and prepares to disembark the ship once it arrives in Wolin. They pack up and explore the ship one more time before getting off. Eventually, the ship arrives, and the family gets off the ship to explore the two Wolin islands.

The family explores the islands and gives several notes everywhere in random buildings across the island. They also warn some people about trading monsters. Ships that depart to the United States should be aware that monsters could come in the ports and attack. Ships that arrive from the United States must inspect all parts of the ship in case monsters sneak up and hide. This is how new mobs come into different parts of the world.

After visiting Wolin, the family spawns another ship that is medium-sized. They head onto the next island and warn everyone there. They explore the main parts of the island and enjoy nature there while leaving more notes everywhere. They return to the ports of the island and warn the security about some ships that can have monsters in them. This is especially warned when ships travel between the United States and the island network since monsters could be in the ships or the whole crew attacked. This emergency response is for safety.

The next stop for the family is the island of Haulbowline. The island is home to the network military and serves as the capital of the network with a government center inside. The family gets in the government center and leaves notes about the emergency response to the monsters that are widespread across North America as well as the wither storm that travels across the region that is mostly affected by the monsters as well. They also leave several notes and send the military to the United States to get into the Oder state to take back from the Bloxman group and their monsters spawned from it. The family also warns the local port about trading with the United States since ships can bring monsters into the island network without

inspecting the ships between voyages. Without inspecting, either lots of zombies appear in the ship at night or more creepers during the day where they take damage and even sink the ship.

After visiting Haulbowline, the family goes onto the eastern two islands and spends the afternoon over there. They explore the islands and leave several notes over there about the emergency responses to the resurgence in monster population. They also warn more people to find the source of all of the monsters, which is the wither storm and the Bloxman group themselves. The source can also be found in the lab of Metropolis too. The family then takes a boat trip to the northeast island and does the same thing in the evening about the warning of the monster event and that the source must be found before taking the Oder group down.

The family then goes to a hotel nearby and checks in. They watch the 4th of July fireworks that distract the wither storm and other monsters. Last, they sleep.

THE FAMILY WAKES UP THE NEXT DAY and prepares to spend the day sending military backup to the United States and going on another voyage to another network of islands. They pack everything up and leave the room. They go downstairs and check out before leaving for the nearest port. At the port, they spawn a fast boat and go to Haulbowline first.

At Haulbowline, the family returns to the government center and sees that many people respond to the monsters out in the central US. They go to a military ship and submarine and send military from there, so the navy can defend American ports from the monsters.

The family then goes to the other islands that were visited yesterday and finds more soldiers to send to. This happens multiple times throughout the day where they look for ships and people that can spawn. Many people are not rich enough to own a navy ship but are able to be a



part of the crew. They are also warned to help defend American ports from the monsters as well. The family meets several navy crew and starts sending them across the Atlantic.

After visiting all of the islands to send military crew over, almost half of the afternoon has passed. The family then prepares to make one more trip to Haulbowline and call off an aircraft carrier to arrive. They wait for the carrier to arrive. When the ship arrives, the family gets on and warns the crew about the monsters. The crew then controls the ship and goes on a voyage to the next network of islands. The family is so excited inside the ship.

The family spends time exploring the ship and learning how aircraft take off and land. While the ship is moving, the family talks to several crew members and explores the storages that contain lots of important weapons. However, these weapons might not be enough to stop all of the monsters. Eventually, the crew then calls other navy crews about the monsters, especially those to and from the United States. They also get in contact with the border patrols, preventing monsters from invading other parts of the world and taking over them.

Eventually, the night comes where the family must prepare to go to sleep in which they have lots of things to do first. The aircraft carrier then stops and lets jets land and take off first, where more soldiers come into the ship. They need help fighting the monsters and reports that the wither storm is eating everything along its way, expanding the Oder borders. Several crew members also agree and help fight off the monsters by taking the jet and taking off from the carrier. The family is then halfway between the island networks and almost ready to sleep.

Finally, the family must find a room and get all of the crew members to sleep while the captain must make sure no obstacles are in the way overnight such as icebergs and islands. They get in the room and unpack everything. They go to bed in the rooms and sleep overnight.

IN THE NEXT DAY, the family wakes up and finds themselves almost at the island network. They are near the island of Rockford. They get ready and pack everything needed. Before leaving the aircraft carrier, they talk to the captain and warn that the island network should be safe from the monsters and take measures to stop hostile mobs from going to the ship. The family then uses the spawner to spawn a jet. Midnightlion53 gets on and takes off while the family waits for a ship to arrive and dock at the nearest port of Rockford island.

Midnightlion53 lands at Airbase Garry and leaves a note to any soldiers visiting it. He explores the military base and grabs some stuff from there. He spawns another jet and takes a short flight to Greater Rockford Airport where he meets his family.

Midnightlion53 and his family meet again at the airport and explore it. The family sees many pilots and other people around the airport. They warn everyone at the airport that some of the pilots should fly to the Oder state and try fighting the wither storm while other pilots fly to other parts of the United States to stop all of the monsters. In order to stop all of the monsters, the Oder group needs to be stopped first to prevent monsters from getting spawned. They must also steal the eversource from the group as a way to stop the monsters.

The pilots from Greater Rockford Airport then take off and start flying to the monsters while the family takes a plane ride while standing. The family then continues to stand while the plane is flying until they get kicked off the plane by the movement, resulting in the four falling down the water. The family manages to swim towards the rescue boat and goes back to Rockford Island to explore and leave more notes on the nearby city.

The family then goes to Mellor airport, a smaller airport next to Greater Rockford, and spawns another plane to fly. They fly to several islands in the network and warn everyone there

in several islands that both the wither storm and its friends are starting to take over the United States and try reaching the other parts of the developed world. Those people on the other islands then respond and find a way to save the world from the monsters.

The family makes a final stop to a desert island that has a military base in it. They explore the base and leave several notes across the base. They also see soldiers spawning jets where they warn them that they have a bigger task to save the world from the monsters. They teach all the soldiers that there are monsters everywhere in North America with a wither storm located around the center of the affected region and how to fight them.

The family then goes to another airport nearby and spawns another plane. They enjoy sunset loading passengers in. They plan on going to Tokyo, Japan to warn more people about the monsters. Last, the family sleeps on the first class bed.

WHEN THE FAMILY WAKES UP, they notice that the flight almost arrives at the airport. In a few hours, the plane arrives where the family prepares to warn more people about fighting the monsters across the Pacific Ocean. The family gets off the plane and explores the airport while warning security about traveling where monsters are present.

The family then manages to get a car and drives along the expressway to downtown Tokyo. They head near the tower and warn everyone at the parking lot that a state of emergency has been declared across the world to prevent monsters from going to other parts of the world. The family then hangs around the parking lot for a while.

The family then watches more cars leave off and continue racing. They walk towards the important places and explore the second time while leaving notes to businesses about the defense

against the monsters. They continue to leave off notes for a few hours until they loop back to the parking lot. From there, they drive off to the nearest port.

The family arrives at the port and warns all the crews and security about trade that involves the United States. They also warn that any ships that have been to the United States since the monsters are spawned can contain hiding monsters that can sneak up and invade other parts of the world. They tell other crews going to the United States to be very careful and safe since monsters are now widespread and everywhere from coast to coast.

After visiting the port, the family returns and goes on the expressway once again to cruise around, looking for more places to warn everyone. Eventually, they run out of ideas and time, so they decide to go out of the city and into the mountains and farms. They enjoy nature while at the same time warn more people to help stop all the monsters.

The family then continues to explore more places and other islands in order to warn more places and people there. This process takes almost the rest of the day. They also give tips that the night is located where the United States is, so the monsters are more populated in common areas. The local security and defense are having a hard time fighting.

The family then returns and explores more places that are hidden. They spend the rest of the evening heading back to the parking lot and watching the racers go. These racers are scheduled to race through midnight, but the family prepares to leave.

The family then leaves the parking lot and is headed back into the airport without staying at a hotel overnight. The plan is to climb up the mountains tomorrow and take a peak look in the middle of the monster crisis. The family then returns their car and gets into the airport. They get into the plane and sleep overnight on the way to the mountains.

THE FAMILY WAKES UP when the plane lands the next day. They get off the plane and explore the minor airport before leaving and getting a car. They plan on starting the day climbing up a small mountain just to practice a skill before climbing up Everest.

The family then gets a car near the airport and drives to the mountain for beginners. They already have experience with the mountains even before the Bloxman Empire came to power. They plan to do this again while warning the climbers to be brave and try fighting off the monsters at the other side of the world and being safe over there.

Next, the family arrives at the mountain and trades in for the SUV that can climb up the mountain better than before. They get in one of the several black and blue SUVs and drive up the mountains. The trip seems very dangerous, but the family has already climbed before. Eventually, they arrive at a stop where they can fuel up gas and take shelter.

The family takes a normal break outside the shelter before climbing up again. They return and drive up the mountains even more until the waterfall along the way. They drive through the waterfall fast in order to avoid getting washed off since the family has already been washed off about a year ago in the same place. After going through the waterfalls, the family continues to climb until they get to the summit of the mountain.

At the top of the mountain, the family looks in all directions and can see Mount Everest from a distance. They get back in and drive off the mountain before bailing out. After bailing out, they jump off while holding their kids and fall into water.

After falling into the water, the family then resurfaces and gets another car to head to the next mountain. Once they arrive, they can see several tents that can help survive the climbing as the oxygen levels and temperatures become very low at a greater height. They get into the tents

and use the climbing equipment to start climbing. They also go into practice areas to review on how to climb safely. Before climbing, they warn people and leave notes about fighting the monsters and the Oder group back at the Oder state and around.

The family then starts to climb many of the ladders until they enter a cave. At the cave, they can see the maze where they get through them. They can also see a cottage too. They go to the redstone vehicle that leads them to the cottage. At the cottage, they go downstairs and see the Order of the Stone first generation's false story followed by ender crystals at the storage room. They read the true story about the Ender Dragon and the command block again. They grab materials from a chest and craft a diamond sword. They pick new armor too. Eventually, they leave the cottage and the laboratory and return to Mount Everest climbing.

The family then starts climbing up one of the tallest mountains and spends hours climbing. Some of the parts are so steep that they cannot almost make it to the top. However, the family always climbs up like before. They continue to climb until they see ladders. Once they see the ladders, they climb them up and continue to go up until the top.

The family then sees more climbers and warns them about the monster crisis and finding a way to stop the Oder group for good. Eventually, they reach the summit and pray that the diamond sword can defeat the wither storm and its command block. They take a view on all the directions, holding the diamond sword up to prove bravery to fight.

**A**fter warning everyone around the world that there is a monster storm going on in order to get revenge, Midnightlion53 is done and wants to go back home. However, he does not know how to defeat the storm, so he must learn from a warrior to get new skills. The problem is that the warrior lives in Greenville, which is far from Robloxia. Midnightlion53 then proceeds a ride back to his home country and to Greenville.

Once Midnightlion53's family arrives at the Greenville airport, they manage to get a van and drive to stores to prepare for learning. They arrive at the airport early in the morning and then to several stores such as Just Buy to buy an upgrade as an effort to save the world again. After preparing for the lesson, the family goes to the state patrol station near the main town and manages to meet the warrior, in time for the main work day and a story plan to learn.

Since the whole world knows the storm is capable of defeating the peaceful work, the warrior knows a story on how the same storm was defeated. The person that defeated the first version of the storm already knew a story that was a little bit true but mostly fiction. In order to save the world once again, Midnightlion53 needs to learn the whole background and details.

Before the original version of the storm existed, one of the strongest bosses there is to have is the wither. Monsters and hostile mobs used to exist a long time ago without any control

of Dr. Bloxman and epicrsxxx099811. What is known to seem like being heroes started with The Order of the Stone. In the story, they manage to defeat some bosses. This is just information that everyone can listen to back in the days before the modern days. The violence does not come first in the background as all backgrounds are believed to start with peace. The warrior then tells that this story began in a treehouse with a group of people ready for a building competition. Since the group kept on losing about nine times, they finally won the tenth competition with hard work.

After finishing one chapter of the background, the family then continues at work to take a break and reflect on the background so far. They compare their experiences and the story.

After reflecting on the first chapter, the warrior tells more information. The information comes to every generation of the Order of the Stone up to now. With the competition already completed, there was another challenge. All the challenge started with trusting a scam despite the person telling his friend not to trust the scam but trusts the scam anyways. The person then runs after the former enemy along with his friends and has to deal with lots of challenges.

After dealing with several challenges, the person managed to get into the gate and then followed the former enemy into the show. Despite winning the competition, the group did not get the ticket to go to the show because the tickets were sold out. Anyways, the group managed to get into the basement and followed the scammer there where they discovered that the plan was just to build a wither to control. The group then disrupted the plan as revenge for the scam.

After this information is complete, the group planned to continue more tomorrow. For now, the work is done, and the family is given enough time to explore the rest of the town. At the end of the day, they find a house near the school to settle down to. They rent it and settle down. They explore the house and prepare for the night. Last, they go to bed and sleep.



AFTER LISTENING TO THE FIRST BACKGROUND, the family is excited to learn once again to get new skills. They plan on returning to the station, but the warrior wants to meet at Greenville High School and teach a history lesson in order to gain new skills to try to save the world once again. Midnightlion53 already knows he can save the world because he has done that before. This time, the family has to have an effort to save the world and get more information.

After planning and getting ready for school, the family drives to school and meets the warrior as a teacher in the history room. The lesson starts around 7:00 AM. However, there are no official school hours in this time period, which is July. This suits the best time to teach a very important lesson without limits and other distractions from regular school.

Once the lesson starts, the warrior gathers information and tells a background story that the storm started when a scammer created it using the wither materials. The big wither monster grew bigger and bigger in the show, causing nearby people to run away. This was hard because everyone except the gang got sucked up. This reminds that the modern version of the monster is capable of doing the same things as the original version but stronger. This is basically the early part of the background information and possibly the end of the background. The afternoon will be spent gathering information on ways to defeat that wither storm for good.

The whole unofficial class goes to the cafeteria and takes a break over there. They then make discussions for another lesson that is expected to come that will impact the future.

Now onto the next chapter, the former warrior is giving instructions on how to defeat the boss. This involves some background that the first thing to do is escape to the nether and into some place far from where the Wither Storm has been spawned. This is what the gang exactly has done already. At a place far from the spawn point, a group needs to come up with ways to

reunite the current generation of the Order of the Stone which is good at defeating bosses. This is the most difficult way to come to. First off, the group must find one of the members. In history, the person chose the redstone engineer since he believed that a smart person could help defeat the Wither Storm. Midnightlion53 then plans on doing something similar, knowing the first place to reunite the electric engineer is somewhere in the south. At the same time, a fan of destruction may reunite the rogue to overall reunite with three out of four original members.

The next step is to find the builder and leader, which can be hard to find in history. After a long time doing that, the information to defeat was there, and both the bomb and strong swords can do the trick. Midnightlion53 is planning to follow the background to defeat the boss.

After learning the instructions at school, the day is over, and everyone splits up. Before the night starts, the family returns to the rental house. Last, they go to bed and sleep.

THE NEXT DAY, Midnightlion53 gets ready to start his journey to save the world. He brings his family and leaves the warrior behind in Greenville. The family then goes to a city location and sees a nether portal. They go to the nether and only run away from the zombie from its spawner. After that, they go into the cart and leave the area to go to the next portal which is located near the big government locations. The family then decides on where to go next based on the map.

**T**he family decides to get the electric engineer just like the background. This is because Midnightlion53 now knows the background behind the way to defeat the enemies and save the world. It is revealed that the history background the warrior teaches is actually the events of 1862-63 about the past hero named Jesse, who knows the first generation of the Order of the Stone. Midnightlion53 now knows the whole story plan.

After getting ready to recruit the engineer and following the background, the family goes to the nether once again through a hidden underground basement and walks through the place. They continue to walk in the nether for a few minutes before discovering an abandoned track system and a cart. The family does not know why the track was built but is believed to be for those who are brave enough to travel faster through many nether hazards such as ghasts. With information in the background, the family believes the minecart and train system in the nether expanded from the Order of the Stone's home all the way to other parts of America.

The family goes on the cart and continues to ride throughout the morning. They arrive in Currituck, North Carolina earlier than expected due to the nether, only taking less than an hour compared to more than an hour driving on the surface. The nether portal is hidden in the forest just west of Currituck and is only for those brave. This explains why the nether is hated because

of the excessive amount of lava and lots of fears that anyone can die there. There are no safety guidelines into surviving the nether, so there is always risk, even if there are no monsters due to lots of lava and other hazards. The family then exits the forest and into the car dealership.

The family is not just alone as there are two other friends of Midnightlion53. However, they do not come with the family because they have to protect the capital from the Wither Storm. Meanwhile, the family rents a green van and drives to the police station where Midnightlion53 dresses up as a police officer and gets out a tracking device, which is the amulet given by the warrior earlier. Using the amulet, the engineer must be located in Monroe, which is just south and west of Currituck. However, the morning ends, and the family leaves the police station.

Midnightlion53 leads the way and takes a break at a stop halfway between Currituck and Monroe. They make plans on going to the government building first before anywhere else.

As soon as break is over, Midnightlion53 arrives at the Monroe suburbs and continues to drive until the van reaches Monroe. From there, they go to the police station. However, the car that the family takes from Currituck to Monroe is not a green van but a police SUV. This is when Midnightlion53 gets ready and uses the amulet once again to track the engineer, but there is no change just yet. Midnightlion53 then wraps his job up and begins to drive to reunite.

Midnightlion53 ends up at the Union County Government Center. Union County is the county where Monroe, the county seat, is as well as the whole region surrounding it. The family cannot wait to meet the engineer. Once inside the building, the engineer announces that it is not ready to be disrupted until the next great invention, the command machine, is produced.

After listening to the engineer, the family rents a house along US-74A. The house seems very old. Last, the family settles down in their rooms where they go to bed and sleep for rest.

ON TUESDAY, everyone wakes up nearly at the same time and gets ready to find ways to meet the engineer. They remember that a building floor has been shut down, and all of the circuits leading to the engineer's room have been disabled in order to prevent disturbance. Something like a repeater is needed to reactivate the circuits and gain access to the room. There are several stores that have materials for a repeater. Midnightlion53 also needs to learn how to make stuff.

First, Midnightlion53 makes a plan on going to several stores, one of which is near a gas station. In the morning, the whole family goes together and goes to the store near the gas station. This is where Midnightlion53 buys some batteries. After that, the family goes to several stores along a main street where the side of the road has parking spaces in it. Midnightlion53 just goes into the stores and buys three stone materials and two light bulbs to help with potential crafting.

After shopping for some materials, the family makes their way to school. From there, they see a repeater, which is all they need. Instead of stealing a repeater, Midnightlion53 reads a book, learning how to craft. There is even a chapter about crafting with blocky items versus more normal items like right now. Using similar materials and a book information, Midnightlion53 finds a table to craft and combines the new materials to form a repeater. After the repeater is crafted, the family makes their way to a place to take a break. They do not want to disturb any guards, but Midnightlion53 argues that he is an only exception as he can become a hero again.

The family takes a break and makes plans on what to do when meeting the engineer. The help is better than without help, so the family is planning to help the engineer craft new stuff.

After break, Midnightlion53's family heads straight into the government center and is now allowed to place a repeater. Once the repeater is placed, the guards save a spare repeater and are planning to upgrade it soon after being used for a while. The family manages to get inside the

hallway leading towards the room. The family expects that the hallway seems normal, but there are a lot of electric and redstone decorations the closer to the room there is. There are even more rooms that contain just the new technology the engineer is just making as a good engineer part of the Order of the Stone. Finally, the family goes towards the room and enters the door.

Once the family enters the engineer's room, the engineer welcomes Midnightlion53, the former hero, into the room. The engineer calls Midnightlion53 for help creating something for programming and commanding. In the background, the item was called the Command Block. Due to changes in terrain, the command item may or may not be called the Command Block. The family helps the engineer craft something to command as it may help save the world.

Once the item is almost crafted, it stays a little crafted until sunset. From there, everyone returns home while the engineer watches. The family goes to the rental house and sleeps.

THE NEXT MORNING, Midnightlion53's family wakes up and gets a call that the item failed to get crafted fully and that the engineer has gone over 6000 trials in a row failing to craft. Due to emergency reasons, the Order of the Stone has to be reunited to increase the chance the world can be saved. This is because everyone claims the monsters can come anytime soon, and that the heroes need to act fast. With the plan being made, everyone is ready to reunite the Order.

As soon as everyone is ready, the family begins the day heading to the Currituck Airport and getting a flight somewhere. The main goal for today is to recruit the rogue and check what the city is like over there. The family then begins flying to the city location for the day.

As soon as the family arrives at the airport northeast of the map, they are welcomed by some security who lets them use a police car. A white police car the family takes to head to the

police station of the city. On the way though, a reckless driver rams the police car until it no longer works just when it exits the airport. Since the family is stranded, they wait for another police to come pick up. As soon as the police arrive, the family gets in, and the officers examine the scene of where the damaged police car is. Midnightlion53 eventually arrives at the police station and explores it. He checks the amulet and uses it to track where the rogue is. The rogue is somewhere located in the desert, finding something that serves as a material to explode.

Midnightlion53 spots a donut shop nearby, and that is the best place for a break. The break then begins in the middle of the day while at the station, planning to reunite.

After break, the main mission is on. Midnightlion53 takes the black police car and drives to the desert to spot the rogue, but he is nowhere to be found. Midnightlion53 continues to drive until he goes too fast; he drifts on the next turn. In response to the behavior of the car, the driver goes to a random intersection in a mostly empty city downtown and drifts until something has been noticed. Midnightlion53 eventually stops drifting and keeps going. He goes into the main downtown area and enters the Amaze Bank Tower. Once the family is outside of the tower, they meet the rogue, the third member of the Order of the Stone to be reunited on the mission.

With the rogue being reunited, he lets the city become alone, all being enforced by some local officers who attempt to stop reckless drivers. Midnightlion53 is so interested in the city that he wants to have some fun. He wants to check how good the city is at exploding things as well as lots of activities with vehicles. By the end of the day, Midnightlion53 spots two rental homes to check in. He used to stay in the beach apartment but this time rents the downtown apartments.

Midnightlion53's family settles down in the downtown apartment while everyone else does the same in different places. Last, they all go to bed and sleep for the whole night.

AS SOON AS THE MORNING STARTS, everyone wakes up about the same time and prepares to reunite most of the Order of the Stone. They plan on meeting at the national mall where the capital can be seen. This is where the meeting is expected to take place throughout the day. The meeting is going to be about efforts to defeat all the monsters and reunite the last member which is the builder and leader, possibly in the end dimension, not to be confused with the president.

Everyone in Midnightlion53's group returns to the airport once again and goes back to where the Order of the Stone is supposed to be reunited. Once at the airport landing, the group notices some differences. Some take breakfast along the way while others shop. After all of the free break, everyone goes down to the tunnel and walks to the main terminal where they are taken to the national mall. This is where the meeting is supposed to take place as of now.

The meeting says that the world needs to be saved. In order to save the world, there needs to be the builder and leader reunited with the rest of the Order of the Stone. This is because the background states the first generation builder and leader knows about a bomb that is stronger than all of the TNT. Explosions are thought to be a great way to defeat a big boss and save.

However, explosions may not solve the whole problem and save the world. The meeting reminds everyone of the background story that explosions are just a distraction to the boss, and that further attacks need to be done in order to save the world from there and defeat monsters.

The meeting stops, and everyone takes a break. The family stays together while the rest of the group members split up to find something to do during a break as well as getting energy.

After break, everyone reunites and resumes the meeting. After the meeting is nearly over, Midnightlion53 reuses the amulet and notices that the last member appears near a fortress to the north. With a location found, everyone begins to head to the fortress. The fortress is just north of



the city limits and is located somewhere in a rural location. As soon as everyone is at the fortress, they begin to face lots of ways to get in. As a whole group, they enter the hallways, but both the engineer and the rogue keep arguing, which is another action in the background when a group sees more arguments when going to a similar fortress. As soon as the argument is over, both the engineer and the rogue take different ways within the fortress, separating them. Midnightlion53 chooses to go with the engineer's way. Using all of the new skills, he uses the amulet to track down the last member and indicates that he must not be too far away from the fortress.

Because the last member must be down as the amulet indicates, Midnightlion53 breaks the floor tile and falls down one floor without taking much damage. He follows the member with the amulet until he notices where all of the books and supplies are stored in order to run the government and where the former Oder Empire's information must have come from.

As soon as Midnightlion53 enters the main library, his family follows him through. The warrior also joins the group as well. However, the engineer and the rogue are nowhere to be found anywhere nearby. They must have left the fortress and separated once again. Meanwhile, the group examines the library and notices a similar environment as a background fight.

After going to the underground library, Midnightlion53's group separates from his family and finds a shelter to spend the night. Last, they go to bed and sleep in a small surface house.

**A**s soon as everyone wakes up, they still do not give up on finding the last but not least member of the Order of the Stone. Midnightlion53 checks the amulet and spots the last member nearby underground. The plan is that by the end of the day, the Order of the Stone would finally be reunited. This might be wrong as there may be a lot of adventures going on until the last member has been discovered and reunited to save.

When ready, Midnightlion53 spends time exploring the whole area. The amulet then shows that the last member is nowhere to be found as he could be underground. The amulet then keeps showing that the last member must be close. Midnightlion53 keeps wandering off the trails for a while and explores some interesting places such as the waterfall and river.

The whole area Midnightlion53 is on is just a surrounding park and a construction room outside with no roofs just for the blueprints of any materials there is to offer. Basically, the area of the blueprint shows off all the materials in construction and how to build it from there. There are also some hazards added in the blueprint zone. In the zone, there is technology of how the modern doors work that opens both ways when pushed, located in the center of the zone.

One of the doors is just a showcase that anyone can come through to test it out. Another is the one without the frames that can make doors easily spin. Midnightlion53 plays around the

door without the frames, causing the door to spin fast. There is also a similar door without the frame, but this one goes much faster than a hand-powered door. This is because there must be some electricity powering the other door, causing hazards to those touching it. The door mainly knocks anyone touching it but may also cut anyone touching the sides of the door. Right next to the spinning door is the big circular saw in order to compare how fast these two things are. They seem to just kill anyone touching those two things as they spin very fast within the zone.

Just before going to the other side of the park, Midnightlion53 reunites with the rest of the group and takes a break. They learn they stayed in different small houses last night.

After break, Midnightlion53 takes out the amulet, and the amulet shows that the builder and leader must be nearby. To know this, the builder and leader is only one person, not two. In other words, the last member of the Order of the Stone to find is just one person who serves as the builder and leader. This culture of a group of heroes is just based on the first generation.

Just like in the background, Midnightlion53's group explores the rest of the park and then notices a hole that leads underground. Midnightlion53 heads towards the hole while the rest of the group members are exploring the whole park beyond the blueprint zone. Eventually, all group members are done with the park, and everyone jumps down the hole to a stronghold.

At the front of the stronghold, Midnightlion53 sees a regular cave biome for a little bit and then the front of the stronghold door. The group goes through the door and notices that the stronghold is much different than the description in the background. Instead of just stone and simple materials, the stronghold contains more advanced and modern materials.

Once Midnightlion53's group explores the stronghold, they notice an End Portal. This is where the last member must have gone off. Last, everyone jumps to enter the portal.

ONCE EVERYONE ENTERS THE PORTAL, they enter The End. This must be somewhere in space and is much different from earth. While earth now does not have monsters except the ones spawned by Dr. Bloxman and his gang, The End, have lots of Endermen, which is very scary. Unlike in the background, Midnightlion53's group does not know where to go. The End seems just normal without any evidence that the builder is around. The group keeps on looking.

After looking for a while, Midnightlion53 notices where the builder goes. Also, the exit portal is there if anyone needs to return to earth. There are floating trails that everyone must go to, which is the only way where the mission goes. The mission right now is to find the builder and reunite the Order of the Stone all together. The group continues to follow the trails. There are several floating islands in The End, some of them have Endermen. Those that have Endermen, everyone looks down in order not to see them as scary as it can be. The trip keeps going without any evidence there must be something close that resembles that of the background.

Eventually, everyone arrives at a familiar location within The End. This is a big island where the first generation of the Order of the Stone must have been to. This is where one of the gang must have been during the background. Midnightlion53 then notices some Endermen but goes the same way as all the other islands with Endermen as well as the method of going through the scary mobs in the background which is looking down and walking forward.

During break, everyone spots an exit portal and returns to earth just for a little bit. They notice not too much of a difference between now and the background years.

After break, everyone examines more of the isolated part of earth. Unlike in history, the old access to The End must have been a lot more covered. However, the exit to the surface is a lot more different too. Instead of tracks leading to the surface, they lead to an abandoned station

underground first and then to the main transit system that can lead to the surface. Midnightlion53 stays on earth for a while until everyone else is ready to go. One of the members goes through all of the hazards and ways to get to the surface. One goes to the surface before returning down. The whole group then reunites and continues the mission. However, some of the members are gone in order to examine what is going on. There are no mobs and enemies nearby, so everyone returns to The End through the portal. Midnightlion53 waits for everyone else to come.

As soon as everyone else is ready, Midnightlion53 leads the way once again and goes to the stairs that are mentioned in the background. The stairs are a little bit of a trip. With gathering information, the stairs must lead to the ladder which in turn leads to the wool world.

Midnightlion53 knows the wool world may have returned after all of the water behaves more weird in space. Everyone else follows Midnightlion53 up the ladder before entering.

UPON ENTERING the wool world, the room must have looked a lot more different than the one in the background. At first, there were no mobs and monsters. The statues of hostile mobs have been reduced to only a few for historic reasons. There may also be a lot of statues that resemble important people, both good and bad. Midnightlion53 then gets ready and examines the room in front of the whole group. There must be something to open based on the background.

Once in the wool world, Midnightlion53 wants to use the three levers to open the hidden door and get into the lab. However, the other members argue that they want to explore the wool world first. Midnightlion53 agrees on this since that place is so interesting for all.

Midnightlion53 looks at and touches the wool tree to find out that the background info and the experiment matches that both generations of heroes know this is a wool world by the

touch of the tree and the hand. After experimenting with the wool, Midnightlion53 continues to explore the wool world when the warrior of the previous generation begins getting sick. The warrior becomes sick after entering a place being infected by some virus. Midnightlion53 goes up to the warrior and asks when the sickness is expected to go away. This sickness comes from a normal or new disease but more fatal. This must be a stronger variant of a normal disease. In the background, Midnightlion53 mentions that the first generation warrior got Wither Sickness, and the strong variant of a normal disease everyone knows has some similar symptoms.

Everyone takes a break at the wool world, finding something to make progress into trying to save the world. They all agree to spend the other half of the day finding the builder/leader.

After break, Midnightlion53 switches all three levers, and the hidden door opens once again. The hidden door is opened at least two times, one of which is in the background, and the other is right now. Midnightlion53 estimates that the hidden door may have been opened many times between 1860 all the way to now by several generations of builders and leaders of the Order of the Stone. Finally, everyone on Midnightlion53's group as the gang comes in the lab.

Once inside the lab, Midnightlion53 notices new and round fountains that cannot be broken by bare hand. The rest of the gang wants Midnightlion53 to go further. The table of the lab is also changed. Many furniture and items in the lab are not blocky, only the structure. Once inside the lab room, Midnightlion53 knows how to build a blueprint figure for the Endermen because he reads the background information. Using that, he goes out in The End and sees that the clay blocks are still placed in for at least a century. Then, everyone comes to the lab.

Upon returning to the lab, Midnightlion53 meets the builder/leader and questions about saving the world. Unlike the background, the builder/leader does not punch Midnightlion53.

AFTER MEETING THE BUILDER/LEADER, Midnightlion53 makes a plan to save the world. Based on the background, a combination of Endermen, a bomb of distraction, and some enchanted weapons are needed to defeat the boss and overall Bloxman's goal. Due to modern technology improving over the years, a combination of modern and ancient enchantments could get better. However, this technology to make enemies strikes back with some challenges.

Just like before, the builder and leader of the Order of the Stone is willing to help save the world, claiming that all problems have happened before and all solved. Using the method from the past to begin saving the world, Midnightlion53's gang begins to leave the lab room. The Endermen then manage to get in the lab with some open doors as they have been trained. This time, the Endermen seem much nicer than in the background. This causes the gang to become brave going out of the lab. There is also no need to break the new fountains since the gang is much braver than the first generation. The gang finally exits the lab section and to wool world.

The gang enters the wool world and sees more Endermen like in the background. This time, they do not activate the fire suppression system because the Endermen behave more than before. As a result, the gang exits the wool world much faster than the first generation shown in the background. Everyone heads downstairs and goes to the exit portal as soon as they can. They exit The End by the exit portal and return to earth where they are expected to take a break.

Back on earth, Midnightlion53's gang arrives back at the loot area that they have visited before. Instead of exploring the zone, they take a break and plan for the rest of the day.

After break, Midnightlion53 leads the way and sees some carts waiting. They are then welcomed when Endermen join in to help. This is because Endermen used to help defeat the boss like before by moving the blocks and building materials. The gang then exits the zone and into a

tunnel where the transit trains go. They enter the nearest station and resurface. Once there, they find a transportation ride to get to the border between the United States and the ever growing Bloxman state with the Oder wither storm boss being seen in the distance. Without any grown security system, Midnightlion53 sneaks through and defends on the way to Metropolis. Once at Metropolis, Midnightlion53 is prepared to craft a distracting bomb to knock out the boss.

The gang is not just alone. It is revealed that both the engineer and the rogue joined the gang after fighting the border the whole time. Finally, the Order of the Stone faces a reunion and sees the whole problem. The builder and leader teaches Midnightlion53 how to craft a bomb only for distraction. Midnightlion53 already knows based on the background and crafts the bomb before sending it to the boss. As a result, the Oder wither storm does not deal much damage as before, only using the phantom gem power to split the storm into three but stronger than before.

Dr. Bloxman and epicrsxxx099811 notices something wrong with the storm. This is the weakness that Endermen are able to take blocks and materials from the storm like before. It is needed that the phantom gem has to be able to kick out all of the Endermen out of earth except to join in the Bloxman group and attack the other countries. This is basically a hero failure.

After Midnightlion53 just creates a distraction, he makes plans to return home and think of ways to enchant some weapons. Meanwhile, the Bloxman group thinks about defense plans.



**W**ith all plans made by the two most important people to determine the world coming into conflict, everyone is uncertain if they are going to win or lose. Most people do not want the empires to exist, but a small number of those who support the empires seem much more powerful than most of the world. This comes as the Bloxman group comes up with the next three bosses to create and use to become strong.

Midnightlion53 knows the background on how a boss is defeated but does not have the materials yet. They need some place to escape from the boss such as home. However, the warrior becomes so sick he cannot come back to Midnightlion53's house. Instead, he stays with the engineer and goes to the nearest shelter and a place to recover. This is where the warrior stays in the room with the engineer to recover until he gets better later on the mission.

Meanwhile, Midnightlion53 drives away with his family along with the builder/leader of the Order of the Stone back home in Robloxia in order to make plans. He needs to make sure he has the materials needed to defend the world and save it. However, the boss cannot exceed the border Dr. Bloxman and epicrsxxx099811 sets, so it stays within the border until ready for war.

Meanwhile, Dr. Bloxman and epicrsxxx099811 have a plan to spawn another boss based on the research needed. In history, there used to be several bosses that both spawned naturally

and manually spawned. The first boss to encounter is either one of the two. The two are King Slime and the Eye of Cthulhu. Dr. Bloxman argues about the two until they come up with a plan to spawn the Eye of Cthulhu to come back. The reason why more than one boss is needed is because of fears the Endermen could weaken the Oder wither storm. A second and subsequent bosses can help kill off any enemies, in which they try to defeat any friends of the Oder State. Dr. Bloxman also comes up with plans to gather some supplies today before spawning.

During lunch, the historic meal when surviving in a non-blocky area is the mushroom, which is farmed at any plain grass. The two important Oder members eat the mushroom.

After eating a mushroom, which reminds the two about someone who is able to defeat the bosses before, Dr. Bloxman knows that there used to be some areas with evil biomes. The two evil biomes are the corruption and the crimson. The corruption biome is about the same as the forest biome except the plants are mostly purple instead of green as well as containing more harmful and corrupt mobs. The crimson biome is also similar to the corruption except it has red plants and a blood-themed biome. These could be useful in a potential war with monsters.

After coming up with a plan to restore these two evil biomes, Dr. Bloxman also comes up with an even future plan. While Metropolis is not planned to be either corruption or crimson, it may be a part of the Hallow biome which contains somewhat harmful monsters before. The two leaders of the Oder state, now named Bloxman state, digs some grass and dirt to find something useful. There may be a place that can contain materials to convert a normal biome into an evil.

Back with Midnightlion53, the family returns home to Robloxia and settles down once again. They live their normal lives except having plans on going back to the Far Lands like in the background. Finally, everyone finds a place to rest and sleeps for the rest of the night.

ON THE SECOND DAY OF PLANNING to spawn the Eye of Cthulhu by the Bloxman gang and defeating Bloxman's wither storm by Midnightlion53, both make some plans for the day. The two gang members plan on flying to the poles and find some ice that contains materials never seen in a while. Midnightlion53 plans on going to the Far Lands to research weapons that have the command power and can be able to mine the Command Block inside the boss.

Midnightlion53's family gets ready to fly to the Far Lands. They pack up everything that is needed on the trip. In the background, the Wither Storm was programmed to follow an amulet no matter how far it goes. Now, the storm spawned by Bloxman only follows the amulet if it is in the Bloxman state. Right now, the amulet is not in the Bloxman state, so Midnightlion53 brings it with him along with the whole family. Eventually, the family arrives at the Robloxia airport where they check in and wait for flying. As soon as the flight is ready, Midnightlion53 feels so excited to see the Far Lands and do some research. He keeps asking if they are there yet.

Meanwhile, the two gang members take a flight to the nearest airport, the closest to the ice. The place is the northernmost town in the former Oder Empire. Once the plane arrives, the gang members explore the town and spend some time at the cold beach. This is where an ice that impacts progress is seen. It contains seeds that cause invasive species and biomes, and that is the corruption and crimson seeds. The two break the ice and gather the seed along with food.

During break, everyone has different goals and plans for the rest of the day. The family is already at the swamp, eating potatoes for lunch. Midnightlion53 grabs a cake at the same hut the witch used to live in the background. The gang members eat some food from the ice.

After lunch, the two groups continue different activities. Midnightlion53 runs to the Far Lands. Unlike the Bloxman state, there are no monsters programmed to invade anything unless

invasion is ready. Invasion is not ready yet. The Far Lands used to be blocky like in history, but Midnightlion53 notices a lot of changes. The Far Lands are more like a huge mountain range than a place a person has traveled the furthest. Midnightlion53 explains to the whole family like the original builder/leader, along with the current builder/leader about the Far Lands. At first, the background explains that the Far Lands are a terrible and expensive place to build a laboratory, but the laboratory is already built under the mountains and seems a lot more expensive.

Once Dr. Bloxman and epicrsxxx099811 are back home with the seeds, they go to the nearest farm and forest outside of Metropolis and plant one seed in. As a result, the invasive seed begins to grow and spread. The seeds are then programmed to control the spread of evil.

After going with the two plans, Midnightlion53 enters the front of the laboratory and settles down near the maze while Bloxman is at home. Last, they go to bed and sleep overnight.

ON THE THIRD DAY OF DEVELOPMENT, Midnightlion53 wakes up and plans to both go to the maze and find a way around. He knows the map to the laboratory and knows how to get to the cottage. Meanwhile, Dr. Bloxman and epicrsxxx099811 plan on spawning the new boss, the Eye of Cthulhu. However, the two members know they can upgrade the boss to The Twins if they have the material to upgrade, but they do not. Instead, they focus on spawning the boss.

Dr. Bloxman and epicrsxxx099811 go to their lab in order to craft using materials from yesterday. They craft using lenses. However, they need the demon altar, so they go to the nearest crafting station as the demon altar and craft the eye that can be consumed to spawn.

Dr. Bloxman consumes the eye and spawns the Eye of Cthulhu along with its enemies to help. Even though the boss is only alive at night, the reason why the boss spawns even during the

day is because the Oder wither storm is providing darkness. All the gang members do is watch the Eye of Cthulhu behave as it was in the past. With its strength, the eye boss keeps moving to attack any enemy it spots. It is not programmed yet, so it is possible the eye boss can cause a friendly fire. If there is friendly fire, the gang can easily defeat the boss with modern weapons.

Meanwhile, Midnightlion53 arrives at the Far Lands and climbs up the vines while the rest of the family and the group members explore the maze. Just like in the background, there is one person, Midnightlion53, who can balance while walking along the thick maze walls.

For lunch, Midnightlion53's group eats a combination of potatoes and cakes from the swamp nearby. The Bloxman gang gathers up and takes a break as well as planning to observe.

After lunch, the Bloxman gang continues to watch what the Eye of Cthulhu does. Not only does the boss attack potential enemies but also spawns its own small friends in order to defend the boss from getting defeated. This does help a potential invasion a little bit. The main weakness for the new bosses is that they cannot be programmed. That means any new boss can turn against their creators. This kept happening in the past as some decided to spawn a boss and fight them off, in order to show how strong they are and how much they can progress.

Back with Midnightlion53, the whole group manages to use new technology to use the new flying barge to get to the cottage under the mountain. Once inside, they see a library full of books that are mostly new. From there, they enter several rooms leading to the enchantment lab. The room with puzzles is much more different than in the background. Midnightlion53 searches up and places several artifacts and evidences from oldest to newest to open the puzzle doors.

Once inside the enchantment room, Midnightlion53 reads the enchantment and crafts strong swords and guns with a command power. Last, he chooses new and strong armor.

AFTER GETTING READY TO FIGHT, Midnightlion53 shows the rest of the group his strength and appearance as a potential to fight off the Bloxman gang and their spawned monsters. He then tests the two weapons against anything that is not needed for anything such as some walls. The Bloxman gang plans to continue watching the Eye of Cthulhu behave for a big plan to spawn a stronger version called The Twins, which is believed to be programmed to help the gang.

After getting ready, Midnightlion53 leaves the Far Lands and returns back to his home country. He goes to the nearest airport to the US-Bloxman border and drives from the airport to the border. From the border, Midnightlion53 heads towards the area where most Endermen are. Like in the background, he wants to lure the Endermen to make a big hole on Bloxman's wither storm and get inside the boss to break the Command Block. As a result, the whole group gathers and creates an arena full of Endermen. The tractor beams keep flashing in the arena, and the Endermen get lured as soon as Midnightlion53 pushes them in, moving bad blocks away.

Meanwhile, the Bloxman gang are watching both the Eye of Cthulhu and the storm doing what they have to do. Midnightlion53 sees another boss and manages to defeat it so easily with the command-powered weapons. The boss may not be dead, but it seems dead to everyone who wants to be a hero. Now the Endermen are taking boss blocks, so it becomes weak. Dr. Bloxman has an easy way to restore the two bosses without letting everyone else knowing that.

The break is different for the rivals. Break is longer for the Bloxman gang while break is short for Midnightlion53's group, now called the resistance to try to save the world.

After Midnightlion53's break, it is time to get inside the hole and hit the Command Block for good. Everyone believes Midnightlion53 can save the world. In the background, a rocket minecart was used to get in the hole. With new technology, Midnightlion53 gets someone to fly a

plane above Bloxman's wither storm and jumps down before activating a parachute. He glides down to the hole and gets inside the boss. Once inside, there are a few withered villagers and officers who try to defend their state but fail to do so. The boss also rotates, causing the floor to rotate and make Midnightlion53 think the room is rotating, which is true. Midnightlion53 meets the Command Block and shoots it with a command-powered gun. The Command Block defense system is activated but is easily defeated by Midnightlion53. Midnightlion53 then uses the sword to hit the Command Block. The Command Block flashes and kicks Midnightlion53 out of the boss, and the boss falls down as a result due to the fact that the Command Block is turned off.

Once Midnightlion53 wakes up from the fall, Bloxman's wither storm falls down, which makes Midnightlion53 think the boss is finally defeated. Dr. Bloxman programs the Command Block to turn off and turn back on after the block gets hit by its enemy in order to trick.

EVERYONE WAKES UP THE NEXT DAY and gets ready to do different things. Dr. Bloxman and epicrsxxx099811 are planning to prepare for spawning the Eater of Worlds, which is the main boss in the corruption since they prefer the corruption. Midnightlion53 plans to send the two of his enemies to prison and celebrate the victory once again. That means the whole family and group members assume that they won the conflict overall, but this one could be false.

Midnightlion53 is ready and manages to send his two enemies to prison but does not know what some of the slimes present in the day can be able to help the enemies escape. With everything taken back mostly, Midnightlion53's group leaves Metropolis and finds a treasure.

Once Midnightlion53 gets close enough to the treasure, he enters the jungle and notices not many hostile mobs going on. In the background, the first major task for the 2nd generation of

the Order of the Stone is finding treasure, which was the enchanted flint and steel. That flint and steel may have been present in a display museum as a historic artifact that cannot be touched by anyone. Midnightlion53 arrives at the temple and notices the temple is more abandoned and has more plants than before. Back then, the temple only used to have vines inside. The interior of the temple is still locked, and the lever does not work. Midnightlion53's gang then leaves the jungle and moves north back home. In the middle, they all stop for a break before returning home.

During break, Midnightlion53's gang explores the small area and gains some energy to get ready for the celebration back in Robloxia, both at home and at the work site nearby.

After break, Midnightlion53 returns to Robloxia and at the local police station where he used to work. At some point, he is upgraded to the SWAT team after becoming a hero at least two times or so. As a part of the celebration, Midnightlion53 becomes the leader of the Order of the Stone's next generation and have the other supporters join the hero group based on their skills that serve as both the original and new generations. This is basically a big celebration, and the next thing to do is to find out what happened to the hallway of portals and all the portals.

Midnightlion53 then remembers that parts of the portal hallway and portals have been taken down due to a risk of teleporting errors and the complex science of teleportation, making the use of portals more like an adventure than a vacation. Back at home, Midnightlion53's family then celebrates for a new generation of the Order of the Stone and saving the world from the most wanted enemies. However, the most wanted enemies are not dead, and there is trouble.

Everyone thinks that all monsters spawned by the enemies are dead, but at night, some of the zombies help Dr. Bloxman and epicrsxxx099811. The two enemies are in prison the whole day until the zombies bail them out. From there, the two return home and sleep for the night.



AFTER THE CELEBRATION AND BAIL IS DONE, everyone is planning to do more different activities. For example, Midnightlion53 plans on traveling to the museum that contains the most important artifact to him, the enchanted flint and steel. He is also planning to bring his family and four other members of the Order of the Stone to where the Eversource is stored at. Back with Dr. Bloxman and epicrsxxx099811, they plan on spawning the Eater of Worlds by today.

Once everyone is ready, Dr. Bloxman and epicrsxxx099811 begins the day with a normal breakfast and a research. They research on how to spawn the Eater of Worlds. In order to spawn that, they need to either smash the shadow ball located at the corruption chasm cave or find a consumable item that spawns the Eater of Worlds called Worm Food. Worm Food is planned to be eaten for dinner in addition to breaking all three shadow balls needed to spawn the boss.

Meanwhile, the Eye of Cthulhu is still defeated and cannot be restored until the Oder gang members manage to find something to program and restore the bosses back. The wither on the other hand has a strong Command Block from its defeat that the storm can rise once again.

Back with Midnightlion53, the whole group is entering two biggest cities in the country, one of which has the enchanted flint and steel. In Middle Park, the group enters a museum and sees the enchanted flint and steel and its uses after a huge renovation about 12 years ago. That is about it. The group heads to the next flight and is ready for the next adventure for their glory.

For everyone, they all take a break. Midnightlion53's group takes a break at the gate and on the flight while Bloxman's group takes a normal break during a little adventure.

After break, Dr. Bloxman and epicrsxxx099811 finds the supplies to craft a vile powder, which is a material for Worm Food. They also find a rotten chunk, which is dropped from one of the creatures in the corruption. The corruption may or may not be programmed. Everyone on

Bloxman's side believes the corruption and all the monsters can be programmed to become more friendly to Bloxman's group and enemies to the rest of the world, just to mess around with the whole universe. This is one of the main goals for the Bloxman group because they believe they are bad and want to do a lot of bad things. Two shadow balls or orbs have been smashed.

Back with Midnightlion53, they arrive in San Andreas. In the background, there was an island above the site that contained the Eversource. This could explain how San Andreas grows its population overall with several cities. Midnightlion53 enters the state and explores the cities to compare today and back then, just like in the background. Last, they settle down and sleep.

After gathering materials and preparing for dinner, Dr. Bloxman smashes the final orb while epicrsxxx099811 eats Worm Food for dinner. As a result, the Eater of Worlds spawn along with the Oder wither storm. Last, the two gang members return back home and sleep overnight.

THE NEXT DAY AFTER THE Eater of Worlds has been spawned, Dr. Bloxman and his most important assistant, epicrsxxx099811, plans on observing how the Eater of Worlds behave and how it can help the Bloxman group. Midnightlion53 plans on exploring the city and state as a comparison from the background before finding the Eversource. The Eversource must be located in the city hall, just like in the background when it used to be located in a palace before.

Once the Eater of Worlds has been spawned, Dr. Bloxman and epicrsxxx099811 sees how it behaves. The boss spawns in the air and moves down the ground. It digs either a hole outside of the position attack, or the hole is sealed right away after digging in or out of the surface.

Midnightlion53 heads to the hall and explores the main room. The main room is similar to the one at the palace in the background. The group only sees the main room because they want

to pretend they are doing a repeat like in the background. In the background, a group of people going on an adventure went to the palace and saw their enemies getting some rewards before getting tried and going to prison. They went from the prison to the main room before activating a way to go downstairs in order to see several chests of spawn eggs and found the Eversource. After thinking about the background, Midnightlion53's group goes to the prison which reminds them of the background. They stay around the prison area throughout the middle of the day.

The group eats bread for lunch from a chest in order to remind that food was mentioned in the background before the original group on an adventure manages to get a bail out of jail.

After lunch, the group returns upstairs into the main room, which in the palace, was the throne room before. There is still a throne made of a material like in the background. There are also several areas to explore. Midnightlion53 remembers that the background characters had to find a lever to open access to the minecarts. Right now, the throne room only has a switch and a door that leads just downstairs. Midnightlion53 explores a small bookshelf and sees books about history and mostly legal information. There is even a painting about the sky void that reminds everyone of the background. Behind the throne, there is a cobblestone generator and a dead bush as a stick source. A fake tree, which is possibly wool, is present behind the throne surrounded by the throne room and the blue walls that represent the background. Last, Midnightlion53's group leaves the hall and returns to their rented home where they go to bed and sleep for the night.

Back with Dr. Bloxman and epicrsxxx099811, they learn a lot more about the Eater of Worlds. Other than just a big worm, it can form a circle that surrounds the enemy in order to cause an attack. One of the weaknesses to the Eater of Worlds is that the surrounded enemy can attack the worm to free itself. After learning this, the two members go home and sleep too.

ON THE LAST DAY OF observing the Eater of Worlds and going after the Eversource like before, everyone gets ready to do something different. Dr. Bloxman and epicrsxxx099811 are getting ready to learn how to use the Eater of Worlds as a boss to help win several battles starting in about a week. Midnightlion53's family and the Order of the Stone members are planning to go into the hall basement and see what is in there and what the Eversource is as of right now.

After getting ready, Midnightlion53 begins leading his group into the hall. He switches the door to be open. Instead of minecarts popping in and riding them like in the background, the way to go to the basement is just simple stairs that are just one story down. Midnightlion53 goes downstairs to the basement and sees lots of chests containing eggs from the Eversource. Like in the background, the Eversource makes eggs, and the eggs contain materials in order to spawn a mob, both hostile and not that hostile. Historically, hostile mobs are spawned and killed right away in order to gain some loot. Now, it is possible for these eggs to become programmed.

Dr. Bloxman and epicrsxxx099811 continue to learn what the Eater of Worlds does and what it is used for. In battles, a line of enemies can all be attacked by the Eater of Worlds that travels fast. The Eater of Worlds can hide underground and know where to attack, which is very smart. It can detect enemies above it and go right through it, attacking them. Sometimes, the boss forms a circle around the group of enemies and surrounds it before attacking all of them.

Both groups take their break. Midnightlion53's group takes a break with chicken because that is the Eversource that makes eggs. This is also true in the background as well.

After break, Midnightlion53 spots the Eversource, which explains why this is another way of gaining resources in addition to the known way of getting resources. These resources may be more expensive because the Eversource may not be as simple as everyone thinks, just like in

the background. In the background, some members of the adventure want to steal the chicken, but the members in the adventure in the present day do not ever want to steal the chicken.

Some criminals who are good at robbing banks go to the hall and quickly grab as many eggs as possible, mostly the ones that spawn hostile mobs. They know they can control the mobs and possibly any evil biome being encountered. Midnightlion53 is too busy exploring the most important place of the adventure that the robbers get away as they sneak in and go out.

Once the criminals go away, Midnightlion53 calls the police to help chase criminals while the group leads the way. Since most of the police do not go underground, the criminals go underground, and Midnightlion53 soon follows. However, Midnightlion53 cannot see the bad criminals. The criminals soon arrive at the US-Bloxman border where Midnightlion53 sees the corruption biome for the first time, with surprising monsters and bosses lingering in the area.

AFTER FAILING TO STOP the criminals, Midnightlion53 is surprised that he cannot enter the former Bloxman state. This is because even all the soldiers cannot stop the evil monster battle as the revived wither storm sucks nearly all the enemies. This causes Midnightlion53 to retreat back home and find a way to defend the world. Meanwhile, Dr. Bloxman and epicrsxxx099811 are planning a new experiment like building a dungeon and spawning the guardians and Skeletron.

With the plan being ready, Bloxman and epicrsxxx099811 explores the whole territory to find materials for the dungeon. Since the next empire's theme is expected to be red once again along with the other empires following soon, red bricks are needed. Red bricks are the one of the most common materials to find. They can easily be made and bought. There are even several stores that sell bricks. The two then both buy lots of bricks and make them out of all the stuff

found throughout the mission. The mission is to build a dungeon in Metropolis. It is based on the historic dungeons that was used to gain one of the most upgraded weapons to date and can be useful in defeating one of the strongest bosses ever spawned. These ones are planned to be recreated and teamed up like before. Other materials are also with many bricks as well.

Midnightlion53 warns that not every land is peaceful. Most of them are in the world, but some of what they call the world criminals try to get revenge and take back their capital land by luring them to be isolated. This is what happens, so all the roads leading to the isolated area has been abandoned both naturally and intentionally before doing whatever the criminals want.

Both groups take a break and make plans on trying to avoid conflict and make the world as peaceful as it can be. However, Bloxman considers conflict if needed to take the revenge.

After break, Midnightlion53 continues to make plans on what to do if a large gang tries to take back their land. In order to respect them and not stop them, he considers warning the federal government by either in-person or calling contact about a powerful gang taking over a land. If a gang is too powerful, the government should let the gang take over a little bit of the enemy land without conflict. Some of the state and local governments agree that this is the best method to avoid war. Governments far from the Bloxman territory consider war if invaded by the gang.

Meanwhile, Bloxman begins working on the dungeon. He places the dungeon site right in between the secondary house and the hangar. The secondary house is the house between the lab and the dungeon site while the primary house is where Bloxman and epicrsxxx099811 live. The front of the dungeon is soon completed, and Bloxman begins to hire an old man to guard.

After the front of the dungeon is completed, everyone returns home not together. They have different approaches and goals for the future. Last, they all go to bed and sleep overnight.

EVERYONE WAKES UP THE NEXT DAY and gets ready for the day. Midnightlion53 plans on contacting the government both virtually and in-person to warn them about a potential war to try to defend like before as well as new ways to defeat the Bloxman gang. The Bloxman gang then plans on building the dungeon to store the most important materials and supplies to win all of the battles with the official governments, including lots of stronger hostile mobs and monsters.

Midnightlion53 first contacts the government. The contact is given after Midnightlion53 becomes the leader of the current generation of the Order of the Stone after seemingly defeating the Bloxman gang. The contract is used, so the government can respond with different ways such as either charging in lots of soldiers or agreeing to have nuclear power once again. Maybe the nuclear powers return just to defeat the Bloxman gang. There are lots of different ways to fight off the gang that is very strong. Maybe all gangs, both big and small, could be gone forever.

Meanwhile, Dr. Bloxman and epicrsxxx099811 began working on mining all the blocks, dirt, and stones in the way of the construction. It is revealed that the monsters hatched by the eggs spawned by the gang have their own homes underground, and the dungeon may include a door to give access to the monster caves. The gang loves the monsters because they can help take back the once expanded empire they once were but stronger and more secured. The vertical hole tunnel leading to the main dungeon chambers have been dug and completed for the morning.

Both groups take a break and make plans on reaching their goals by the end of the day. They also gain some energy to work more hard in order to reach their goals by the end.

After break, Midnightlion53 arrives at the capital and warns the government in-person about the potential invasion and war going on with the newly created monsters that everyone is afraid might be way stronger than all of the monsters combined in all of history. Luckily, the

government had some storage left in their potential war in the past but did not use them until they plan on using them to take down the gang once and for all. For now, the plan is about the same as the policy of appeasement which is trying to avoid war as much as possible until the world gains a strong enough level that they can defeat the gang and all of its created monsters.

Bloxman and epicrsxxx099811 have been building the dungeon the whole afternoon. The dungeon is almost finished with the main structure completed. All they need to do is to add some content such as gathering some materials to spawn dungeon mobs and reinstate the huge head as the dungeon guardian, which is the only historic mob that can kill everyone in one hit, no matter the armor or the amount of health gained from the life gems and fruits from the past. Finally, the old man arrives. During sunset, Bloxman cures the old man and spawns Skeletron.

After Skeletron has been spawned, the gang quickly disables the Eater of Worlds due to the spawning errors and historic purpose. Last, everyone returns home and sleeps for the night.

AFTER SKELETRON HAVE BEEN SPAWNED, Dr. Bloxman and epicrsxxx099811 wakes up the next morning and notices all the monsters, even Skeletron, hiding underground. Skeletron is already inside the dungeon along with the dungeon guardians. Just like the other two bosses, Skeletron may be disabled until new programming for all mobs has been created. The family of Midnightlion53 also continues the current policy until there is the right time to begin war.

Once everything is ready, Bloxman and epicrsxxx099811 are watching Skeletron behave the way it is supposed to be. Skeletron is like a dungeon guardian except it has arms and hands as well as being weaker than the dungeon guardian overall. It can use its arms to attack. Any boss can attack an enemy by simply touching it, and this applies to some advanced mobs. This may be



because the monsters detect some enemies and attack if needed or wanted. This is the third and final basic boss to be spawned. This is not the only boss around because the dungeon guardians only attack to defend the dungeon, but this may be changed to the whole Bloxman territory if the program and plan is right. This could help kick all invasions out and prevent a hero from acting.

Midnightlion53 continues with his plan to do his best he can to keep the world from war. All of the sudden, news comes that the Bloxman gang allows their enemies to invade the state territory for a challenge. Many US army soldiers meet up at Metropolis, and Dr. Bloxman says that his enemy soldiers must defeat Skeletron, go through the dungeon, go to the Underworld, and defeat the Wall of Flesh summoned by another summoned demon by the gang.

Everyone takes a break with the gang preparing for the official challenge while the family of Midnightlion53 as well as the hero group heads towards Metropolis to face the challenge.

First, the challenge is defeating Skeletron. Although weird during the day, the clouds and some either bad weather or a monster storm comes in to keep Skeletron alive during the first challenge. After Skeletron has been disabled, the enemies enter the dungeon. There, they face some easy enemies to take out. With Skeletron defeated or disabled, no dungeon guardians one shot kill enemies. Instead, the dungeon mobs attack the army, and the army shoots the mobs back to level up underground, where they kill even more skeletons and zombies down to the level.

In the Underworld, Midnightlion53 manages to kill a Voodoo Demon, and its drop goes into the lava, summoning the Wall of Flesh. As a whole army wave, the Wall of Flesh is easily defeated with modern technology that matches its powers. The world is then about to change.

As a result of the summoned Wall of Flesh being defeated, Bloxman's territory begins to change. Midnightlion53 is given the pwnhammer to smash the demon altar to "save the world".

ON SATURDAY, Midnightlion53 wakes up and gets ready to celebrate his victory in the whole challenge. He cannot wait to see that his world has been saved due to myths that smashing the demon altar could save the world and become much different from history. Dr. Bloxman and his assistant, epicrsxxx099811, are ready to explore their new world. Now all mobs are able to get programmed to respect the Bloxman gang and its friends with the rest being enemies.

At first, Midnightlion53 experiences another time he thinks he saved the world. There is no evidence enemies are around. The evil biomes are shrinking by a little bit. The Bloxman state is shrinking also by a little bit. Due to the former evil biomes taking over surrounding areas, the towns around the Bloxman state border are either destroyed or abandoned. There are also more abandoned roads around the Bloxman state border, and some workers close down the roads that are abandoned, claiming that the whole area is under construction. The Bloxman gang are in control of that, disgusting the roads as if the whole area is under construction, and no public is allowed to enter the area. This may allow the historic Hardmode culture to rise inside.

Midnightlion53 also returns home to celebrate his “victory” once again, claiming that the Bloxman gang is no more. The Bloxman gang around the border looks like a normal US worker on the outside, confusing the general public and not allowing anyone to go inside. Plus flights are not supposed to fly over low above the “construction zone”, confusing even more.

The stealth method for the Bloxman gang is the best way to keep the enemies out. While a special lunch for the rest of the world happens, the gang is almost ready for Hardmode.

After a special lunch, Dr. Bloxman and epicrsxxx099811 get in the process of coding and programming. First, they program together how the mobs are supposed to behave. The center of all programs is the Command Block of the new wither storm that has been programmed before.

The hostile mobs are also getting programmed to respect the Bloxman gang and turn against the rest of the world, unless the country or empire are friends with the Bloxman gang. Effects are also programmed as well to benefit the gang and harm the enemies. Hostile mobs are not just the ones being programmed but also the other bosses. All three classic bosses: The Eye of Cthulhu, The Eater of Worlds, and Skeletron are getting programmed to become revived as The Twins, The Destroyer, and Skeletron Prime respectively. After the programming, the three bosses have been revived as their stronger counterparts and stay in their place until told by Bloxman.

After respawning the three bosses, there are now a total of four or five bosses, depending on if the dungeon guardians are counted. These guardians are programmed to defend the state from any invasion and can one-shot kill multiple enemies trying to invade. With all of the strong materials ready for war, the gang expands its borders by claiming more land for “construction”.

Now onto the plan for war, the gang is going to repeat its historic methods. First, the southern states are going to be invaded first. Sunshine City and its state will be invaded next, which contains The Mansion where it is home to the White Pumpkin. The White Pumpkin is known for its death traps. Next, the western states, including a desert town, will be invaded and taken care of by the cheating criminals and a useful computer. The Old Builders’ powers and the admin powers from history will be next to gain, and these will help with a world of empires.

**W**hen the plan for war is done, everyone prepares. Dr. Bloxman and his most important assistant, epicrsxxx099811, gets ready to start a war. By this time, the “construction land” has been expanded. The plan is to invade beyond the original borders and make the rest of the world notice corruption spreading. This time, all evil mobs and biomes have been programmed to invade when Dr. Bloxman allows that today.

Once ready, Bloxman allows the corruption and crimson biomes to spread quickly, which is as quick as the hardmode phase between defeating the Wall of Flesh and Plantera. Unlike the phases before, Bloxman has the ability to control the speed and spread. Originally, the two evil biomes spread at a normal rate during the pre-hardmode phase. During hardmode pre-plantera fight, the evil biomes naturally spread much faster than before. After plantera was defeated, the evil biomes’ spread slowed down to about half its rate or so. Unlike this pattern, the spread can be managed by not just Bloxman but also his gang members if allowed and needed.

Once the evil biomes spread big enough, one of the locations called Pleasant Valley, the area up north, is now transforming from a normal forest biome and plains all the way to the more evil biomes. The evil biome that spreads to Pleasant Valley is the corruption. The corruption does spread to the east while the crimson biomes spread to the west. That means most of the residents

of America are expected to see the spread of the corruption biome. Once the corruption biome has been noticed, local enforcement teams and national teams as well as the US army gets called up to fight the corruption monsters. Many enemies are killed as a result of the defense.

Once enough army defends their territory and tries to remove the corruption biome due to the shipment of the materials used to remove the evil biomes, The Destroyer mechanical boss kicks in, acting like a stronger version of the Eater of Worlds. The army cannot handle that boss, and The Destroyer kills several enemies trying to defend. The territory has been taken over.

During the middle of the day, news comes across the world that the corruption biome and the Bloxman gang following the spread recalls that Midnightlion53 is needed to help.

After a break for both sides, Greenville is the next to take over. Although the evil biomes manage to take over other locations with the help of Bloxman-created bosses, Greenville seems as one of the most important locations to take over first. Dr. Bloxman leads his wither storm and three mechanical bosses to charge at Greenville and the areas surrounding it. Greenville may or may not become a part of the corruption biome, depending on the activities. There may be a mix of both. Bloxman and epicrsxxx099811 invades Greenville from the airport side and makes their way to several businesses to take over, legalizing the ability to steal as a part of sharing.

The state patrol station is next to take over. This is one of the most important locations to take over and to gain some guns to enforce the whole region. Soon, the bosses help the gang take over the station by sucking many officers and supporters into their bodies as well as attacking or possibly killing them. As a result, Greenville is now taken over by the growing potential empire.

After Greenville has been taken over, the gang soon settles down on either the motel or the new houses. Bloxman chooses the one closest to his old life. Last, everyone sleeps.

AS SOON AS EVERYONE WAKES UP, more land has been taken over by the monsters. This is because many skilled defenders are sleeping as the hostile mobs are taking over more locations. Despite the night shift defenders causing a challenge, a combination of bosses and programmed monsters are not too weak against the defenders, even Midnightlion53. Many locations of the south have been taken over. The only location untouched is the areas around El Paso, Texas.

First thing in the morning, the gang goes to the southeast to check if there are any isolated locations to be taken over. The Bloxman gang expands to see that there are either evil biomes spreading in any direction or pockets of normal biomes covered by mobs. Spiders are normally neutral during the day and are only defensive. They are programmed to still be neutral and block any enemies from invasion. That means that enemies have to attack a spider or any hostile mobs to invade, which triggers all hostile mobs and neutral mobs to defend their invading territory.

Spiders are not the only mobs to survive during the day. Creepers are more hostile and can be seen during the day. All they do is attempt to expand the Bloxman state out and explode any enemies before the creeper is gone. Undead monsters are only found in deep forests and under some storms that are either for the weather or for the wither. Some of these undead mobs can survive the day with certain armor or enchantments to help, and many undead monsters are programmed to wear gear to protect themselves in the day to make invasion more easier.

During break, the gang shifts from inspecting the south to invading and supervising El Paso, more specifically the border between Mexico and the transitioning from US to Bloxman.

After break, the gang soon arrives and takes over the border patrol headquarters while still keeping its original name and logo. This is used to confuse the fake agents from real agents as well as asking the immigrants to either get accepted or declined depending on the behavior of

the immigrant. Before, many immigrants shoot against the officers and manage to kill them. Not too hard for the gang who can get that powerful. Now the showdown officially starts.

Dr. Bloxman and epicrsxxx099811 soon dress up as the border patrol agents and give themselves a number. epicrsxxx099811 tests and gives his number to be 1111. The two hide their powers and pretend to be nice to the border. They go to the border and explore it before asking an immigrant about every information there is. With the border recently reopened naturally or by invasion, immigrants may come in to help take over. If an immigrant is determined to not help reform the Bloxman Empire, it is kicked out of the border, sent to jail, or shot to death.

After playing around the border, El Paso has now been taken over, with plans to possibly take Mexico as a territory or leave that alone. The two gang members return to the headquarters and find several bedrooms, which is surprising to settle down. Last, they go to bed and sleep.

ONCE EVERYONE WAKES UP, the plan is to take over the east from south to north. The plan begins somewhere in the southeast peninsula. Due to the nature of being suited for a massive number of zombies, the state is able to be taken over in no time. Sunshine City is one of the important locations to take over and may contain The Mansion, which is a historic landmark home to several useful traps and gaining an important power of traps as The White Pumpkin.

With most of the south now being taken over, the gang follows the massive amount of zombies burning towards their invasion point, except for the armored one. As soon as they arrive at the next invasion point, everyone is ready to charge in and begin the invasion today.

The Bloxman gang arrives in Southwest Florida where they begin gearing up at the hub of a local gang of criminals who formed well before Bloxman. Other members of the gang soon

follow, and almost all of the OGs meet up with a plan. The plan is to explore the location for a little bit followed by the police station. Other Bloxman soldiers will invade the most important areas of the region. Last, the plan is already done, and the meeting is over. The action begins.

Dr. Bloxman leads epicrsxxx099811 and several important members to the police station with guns. They practice shooting and shoot at the undercover police car before it leaves, and the gang loses the undercover. During the process, the robbery and invasion of the station takes place and the police department changes its policy from a normal enforcement to a Bloxman one. At this point, Bloxman announces and claims that all of the region is now part of the Bloxman state.

During break, the gang meets up at some local businesses and some restaurants. There are some shootings, but the gang manages to fight off the original cops, who are then fired.

After break, the next destination to invade is Sunshine City. The first landmark within the city is The Mansion with a white pumpkin. Bloxman and epicrsxxx099811 lead their army to the post where the invitation used to be. They head to the mansion and remember the history when the second generation of the Order of the Stone fought the zombies to the mansion to see what the host invitation was. Unlike before, the Bloxman army enters The Mansion through the main doors and finds some differences. Instead of serving as an actual mansion, it now serves as a big museum with a parking lot access outside and several contents related to The White Pumpkin. Traps used to be just a display until they were reactivated when epicrsxxx099811 put The White Pumpkin on. Dr. Bloxman becomes so smart he knows Midnightlion53 is coming tomorrow as well as some famous streamers. Then, sunset passes, and a massive amount of zombies kick in.

Bloxman and epicrsxxx099811 check outside and see lots of zombies. This time, some of the zombies come in and only detect their enemies. Last, everyone goes to bed and sleeps.



THE NEXT DAY, everyone wakes up and makes plans to explore The Mansion. They know lots of traps made by The White Pumpkin. They also know that The White Pumpkin was the one who installed paintings of visitors and killed them before crossing the painting out with a red x. Now someone, either Dr. Bloxman or epicrsxxx099811 is going to be the next White Pumpkin, and a power can be gained as an important to the next few invasions to the north in the east.

After the plan is ready, Bloxman and epicrsxxx099811 explores the first few floors of the mansion and notices lots of features of a museum. They also follow the story where they come out of the mansion and open the window leading to the kitchen. To get to the window, anyone climbs the stairs built back in history, around the early 1860s, and opens the window. This is how Bloxman and epicrsxxx099811 enter the kitchen. The kitchen does not seem like anything yet until Bloxman examines the pressure plate and an arrow dispenser on the ceiling. Someone from the gang steps on the pressure plate and runs away shortly. The lights go dark, and lots of arrows of poison shoot down towards the pressure plate followed by the lights returning. This makes Dr. Bloxman plans to install more of the traps of the arrow of poison throughout the invasion.

Next, the gang enters another room of paintings. They believe serial killers set traps and kill some visitors or enemies, take their inventory, put them in a storage facility, and cross out the visitors' painting with a red x. This might apply to a big picture of invasions to the southeast.

Everyone goes to the dining room and has lunch there. While eating, there are buttons to activate yet another trap, which is burying someone alive with sand and introducing the killer.

After lunch, Dr. Bloxman and epicrsxxx099811 goes downstairs and heads to the office room with several white pumpkins. The White Pumpkin is used, so almost no one can know that the main enemies are around and sounds much more different than the original voice. From The

Mansion, everyone takes several pieces of traps and materials of serial killers, especially The White Pumpkin. They use these materials to begin invading the rest of Sunshine City.

First, the army goes to several important theme parks where they close the ride for a little construction, dressing up as normal construction workers, claiming the ride is closed for a minor maintenance reason. After several traps have been installed on some attractions, they reopen and now can trap. The public then gets in line for the rides and attractions. As soon as they enter or exit a ride or enter the most scary part of the walk-in attraction, the lights go off, and everyone watches in horror. The lights turn on once again, and the killed victim is seen with several tips of arrows. If sitting, the trap is instead a piston pushing the enemy and adding sand to bury alive.

After the attractions have been rigged with traps, the Bloxman army returns to the nearest rental home, and Florida has now become part of the Bloxman territory. Last, everyone sleeps.

AFTER TAKING OVER another region, the Bloxman army wakes up and gets ready to move up north to invade the rest of the southeastern states. Although the zombies moved up and invaded the least important areas, the most important areas such as Fontana Dam, Currituck, and Monroe in North Carolina needed to be retaken by the potential Bloxman Empire. The White Pumpkin traps and powers in addition to previous powers are then able to help invade and win on time.

The first location to check if it is taken over or not is the Fontana Dam area. Due to the location being mostly not populated, most of the jobs being taken over are the zombies, who may be hiding in their forests all day long. These programmed monsters take over the place at night.

After checking that Fontana Dam is now taken over, the main gang members now move to Monroe. The first location within Monroe to take over is the government center. This could be

where the engineer used to live. The Bloxman army hires another expert engineer to take over and run the engineering county and region. Monroe is now upgraded to a mostly engineer town and region of all. By this time, all members of the Order of the Stone have retreated near their leader, Midnightlion53 to a safer location until they are ready to fight. After the main town has been taken over, its small towns and suburbs are also getting taken over as well with the army and numerous hostile mobs. With almost no enemies to deal with, Monroe is now taken over.

Before moving to the next location, everyone takes a break and deserves them. This gives a fresh time to the army and a better method to invade new locations to expand the territory.

After break, everyone marches up by either walking, driving, or flying to Currituck. The region of Currituck is then reached with the first town being Swanquarter by the slow army. The leaders take their own flight to the Currituck Airport, take over that, and use epicrsxxx099811 to fly fast to the center of Currituck. epicrsxxx099811 flies so fast that everyone thinks someone teleported. Then everyone acts normal to keep the area at peace until the bosses arrive.

After Currituck has been taken over, Dr. Bloxman and epicrsxxx099811 head south to Swanquarter to see how the army is doing. Because the region is such a popular location from all the other locations about so far, the army decides not to show their intentions until the mobs come to notice the change. Other than Swanquarter, everyone goes up to Fort Landing to take the small town over without dealing with enemies and then to Halifax the small town. After taking over the Currituck region, everyone returns to the police station to wrap up their victory of one of the least violent battles and sends anyone against the Bloxman army to the jail at the station.

As a reward of the victory, everyone chooses a house for free somewhere in the region for the day. They all settle down with a daily celebration like always. Last, they go to sleep.

ON FRIDAY, everyone wakes up and gets ready to invade the rest of the south and the capital. The plan for the morning is to invade the rest of the south. Since Currituck's northern border is that state border between North Carolina and Virginia, Virginia is the only southern state to be taken over by. The afternoon will be spent on taking the Columbia District, which is expected to take the rest of the day due to high security and having to fire the president of the enemy nation.

Dr. Bloxman and epicrsxxx099811 take the lead and lead the whole army to the next invasion location. They manage to invade a large area. However, they still forget what happens to the regions that have been taken over. Bloxman is now in the phase between the state and the empire. The Bloxman State is just a phase where its size is as much as one state while the phase of the empire is the size of the whole United States. Since Bloxman is gone to take over some of the enemies, either one of the bosses or someone else has to take over. epicrsxxx099811 is the one doing most of the job. The idea is that Bloxman stays at home while the rest stays in war.

While Bloxman notices he needs to stay at home to control both defensive and offensive forces, one of the bosses helps manage the invasion while the rest enforce all strict rules within the potential empire. It is best for all bosses to charge up to the invasion field and let the rest of the defensive army stay in place to keep the area from any rebellions, threatening that all those who revolt against the growing empire will be sent to camps and possibly ready to die.

Once the whole state is taken over, everyone takes a break and comes up with plans to take over the capital. They should be aware that there may be high security going on.

With break being over, everyone charges up against the capital and notices some security level going on there. This is not strong enough, so epicrsxxx099811 uses his weapons to kill off a large number of enemy soldiers and helps the monsters fight too. Then, the focus goes into the

airport where it needs to be taken over first. The airport may also serve as an enemy base that may be needed to take over. The only weakness is that many enemy soldiers charge up against the Bloxman soldiers. The fight keeps on getting stronger and stronger. Although many soldiers are killed, some of them take cover and fight off the Bloxman army. One wave of the army of each side is defeated but does not make progress. All of the sudden, a plane comes, and many of the US soldiers now have materials to make defeating the four bosses and monsters easy.

As a result of being scared that the enemies take about half damage to each boss and shows a bomb to distract Bloxman's wither storm, everyone retreats out of the capital and begins to fly west to a place somewhere in the desert. Then, everyone settles down and notices the same location that is able to place a big computer to make things useful. Once everyone settles down in the desert, they find some shelter and prepare for the night. Last, they go to bed and sleep.

ON SATURDAY, everyone wakes up and plans to spend the whole weekend invading the west side of America. About the eastern half of the desert is now part of the crimson desert. The plan for the whole day is the attempt to restore a big computer to the mesa. This computer is able to capture the citizens who are against the Bloxman forces and some of the monsters, to make them more useful. The rest of the plan also involves exploring the forgotten history of the mesa event.

After getting ready, the gang continues to explore the whole town. The town is just made of one street surrounded by a highway route in both directions. Although the main town is small compared to its potential borders, the real borders are defined as the heritage train tracks.

Some of the gang members want to upgrade the tracks, so they change the layout of the track and add a siding to it. The heritage train used to be just one steam engine before adding a

whole train and another similar engine. Due to some interests, one of the steam engines has its smokebox changed. Instead of a regular smokebox, the gang attempts to make a train alive by adding a face to it, which does not work very well, and the rest of the gang does not ever want to mention where the concept comes from. Anyways, the gang continues to test operate the train system around the town with passenger coaches as a historic purpose and also for fun.

During break, the gang is done with the ride and grabs something from town before the trip to either another town unless this is the town where to reactivate the big computer.

After break, the town may or may not be called Crown Mesa. Plus the town sits right next to the dry plains to the west rather than an actual mesa. Anyways, the gang checks out the town of Crown Mesa, which is the town of less than ten thousand residents but significant in power. The Bloxman gang goes to the lab underneath the town, which either sits abandoned or is where the mayor of the town lives and works. Anyways, there's a sign that says Prototype: Autonomous Management Agent, which is what PAMA is short for. Then, Bloxman has another power idea.

The redstone or electric heart may have been found by someone who worked as a good electrician in the mines which refers to a group of people wandering around the country, now a part of the growing Bloxman Empire. Thanks to the man, Dr. Bloxman figures the circuit of the abandoned PAMA core and places the heart in. Before turning on the computer, he programs to follow the orders of the Bloxman forces and capture any enemies to make them useful. After the programming of the computer, PAMA is turned on the second time and begins capturing all of the hostile mobs in the crimson side of the nation and also citizens who refuse to let Bloxman.

After spending a whole day in the desert, the computer is expected to capture and make an expansive population useful. Finally, everyone settles down in their town and sleeps at night.

ON SUNDAY, which is the next week, everyone wakes up and peeks at the window, noticing the mobs all being chipped. They are mind-controlled and are always going to help Bloxman no matter what the dress is. The plan is to invade the whole west by using all powers to take over the three western states from south to north. The first state to take over for today is San Andreas followed by two other states expected to be taken over and checked near the end of the day.

The Bloxman army goes to the southern border of San Andreas and notices a lot of rural areas being taken over by the mind-controlled mobs. They believe there is going to be a portal that allows anyone to teleport to any place to be taken over and will take everyone to locations within the four empires later on. This is where the next battle is about to start from.

Bloxywood is the first city to take over first. The problem is that many drivers are using their speed to race and do lots of speeding all over the place, which is not legal. Under the policy of Bloxman, all driving is legal, even all the things that can lead to danger due to protection and respawning policies if legal things are not safe. The Bloxman army takes over the police station and several locations. Some of the locations resemble another city called Los Santos to the north. This is an attempt to make the cities look like they are twins despite being slightly far.

After taking over Bloxywood, everyone takes a break and makes plans to take over the rest of the state and the whole region overall. They reflect that taking over one city is spending about half of the day. Thanks to the programmed monsters, large areas of land can be taken over quickly, even if they are populated due to the charge of bosses and stronger monsters helping.

After break, everyone goes up north to meet the three most wanted Los Santos criminals who have been friends for so long. They all have cheating powers meaning they can activate cheats. The fourth member, which does not have powers but likes online, also joins in and can

help other friends get all the missions done. The three criminals also join and form a branch of the Bloxman army, promising to become the generals and leading their set of gangs. A fifth and oldest member may or may not be dead but has lots of powers to help take over an entire city.

After the news that the five residents promise to help each other take over an entire city, the main Bloxman army goes up north to places like Sandy Shores and Pacifico. There, they take over the police stations as criminals and become local police officers as a new department. As the number of local and national members of the Bloxman territory expands, epicrsxxx099811 leads his army north of San Andreas to check the status of the northern states. They find a lot of crimson presence or a lot of monster presence, indicating that the states have been taken back.

Meanwhile, Dr. Bloxman is the one commanding the most important lead generals of the defensive and offensive generals in each region. Last, the day ends, and everyone goes to sleep.

ON MONDAY, everyone wakes up and hears the news that PAMA is done building a redstone exit portal without any challenge. This goal is finally reached after more than a century of break. The plan is to get to the exit portal, make other parts of the world useful, and gain another power. Dr. Bloxman sends the offensive group of soldiers to the UK to investigate the importance of The Old Builders, taking over the nearby city, and gaining new powers for the Bloxman army.

After getting ready, everyone starts the process of going to a location very far from the mainland of the growing Bloxman Empire. There is another challenge though. Other than all of the land Bloxman has claimed, there are no monsters to help, so there will be enemies.

Luckily for epicrsxxx099811, he can go anywhere and manage to fight off an entire wave of enemies with only one man. Dr. Bloxman has to stay at home to direct both forces to invade



new locations and keep the claimed land from enemies as those trying to take back from the land of Bloxman tends to get punished for that. Plus more powers within the land means more power to use force for anyone against expanding to a level of empires. This is the new mission to take new land, gain more powers, and increase the power of Bloxman and the defense system.

Meanwhile, epicrsxxx099811 waits for help by fighting off some enemies endlessly until he sees that the Bloxman army either flies to the nearby city airport or sail with a naval battle. At first, each battle consists of a normal modern battle. If a normal battle wins, there is no need for monsters to help. If a normal battle loses, then more monsters are needed to help. It is possible that a charge of a combination of soldiers and monsters can fight until they win more battles.

After some battles in the sea and more arrivals by plane, everyone takes a break. The new invasion general, epicrsxxx099811, gains energy while welcoming his friendly army to help.

By the time the afternoon starts, most of the army of epicrsxxx099811 comes in to help as they are being welcomed. The army now exits out of the airport and takes over the nearby small subway system that leads to what is known as the simulation attractions. Some of the simulation attractions can be located outside of the main area either connected by rail or plane.

Most of the invasion of the simulation areas seems normal. There are no monsters at first and especially no bosses. Then as the monsters get a ride across the sea, this is the first time that the monsters arrive outside of the west side of the world, into the central part of the world. The monster population is expected to rise and become well respected by the Bloxman Empire soon. Finally, more areas between the simulation area and downtown have been taken over for the day.

As everyone needs a place to sleep like a hotel, they check in at various homes, stealing random residents' houses, and settling down very quickly. Last, they go to bed and sleep.

ON THE SECOND DAY of invading the island across the sea, epicrsxxx099811 plans on going to the center of the nearby city and visiting the palace. This is where the new power of the former Old Builders is going to be gained. After getting the powers of the Old Builders, the plan is to invade the rest of the nearby city, the Columbia District to capture the capital, and areas north of the capital such as the Ultimate Driving programs in the states of Delaware and nearby states.

After the plan is set, the first thing in the morning is to get to the palace of the nearby city where evidence of the Old Builders exists. In some museums either in or out of the palace, there are weapons and powers of the Old Builders stored in a cover where no one is allowed to touch it. In other words, visitors can look but not touch. Instead of following the original rules, an army of epicrsxxx099811 touches and gains the powers and explores the palace. There, he gives the powers to one other friend of the invasion army and takes over the rest of the nearby city.

AFTER TAKING OVER the nearby city, epicrsxxx099811 flies to Metropolis to give Bloxman items and powers of the former Old Builders. After that, he goes to the capital and quickly goes on an invasion round with all three bosses, including a storm battle by the wither. Many of the enemies trying to defend the capital have either died, respawned to a different location, or been sucked up by Bloxman's wither storm. Now everyone is ready to charge into each building.

There are three waves of the Bloxman army trying to invade, one of which invades each important government workplace. One invades the legislative building, another invades the white house, and the third invades the court. Now the enemy nation has no capital to defend freedom.

With the celebration victory done by the Bloxman army, everyone gets one night at each of the former enemies' houses. epicrsxxx099811 along with friends settled at the white house.

ON THURSDAY, everyone begins moving up the state and spends the whole morning invading the next state. The next state is easily invaded with a large number of enemies being defeated in a matter of minutes. The next area to cover is Delaware where an army charges up over there. The first region within Delaware is the Odessa region since that is the easiest to cover. Parts of the region have been taken over, and the northern half will fall under Bloxman this afternoon.

The army then charges over to Westover Islands. There are no enemies nearby but some reckless friends who are mostly criminals out there. Now they are no longer criminals because epicrsxxx099811 goes to Westover to take over the police station and fight the remaining cops off. He also goes to other towns in Westover Islands and quickly takes over the towns. Next is the northern half of Odessa and the entire Newark region where the monsters assist in capturing. Last but not least is the Delancy Gorge region where epicrsxxx099811 settles in a mountain.

EVERYONE WAKES UP the next day and plans to do something for the next two days. Friday, which is today, will be spent taking over Liberty state and possibly going to the Sea Temple just down the ocean to gain yet another power. That power is the most powerful of all, which makes Dr. Bloxman and epicrsxxx099811 the admins. After gaining admin powers and exploring the main source of it, the second day will be spent easily invading Robloxia with admin powers.

With the plan ready, epicrsxxx099811 leads his army to Liberty and enters the city. From there, the army waits for a few mobs and bosses to follow by. Once they come, the whole army charges into some invasion. They begin taking over the city and fight some of the enemies off.

After a short battle with the city, the army now focuses east onto the Sea Temple. The Sea Temple is an abandoned location sitting just east of the city. It used to be the only location not

shown on the map until it finally does after discovering that the place is no longer under the real admin. epicrsxxx099811 manages to go inside the temple all by himself. He calls Dr. Bloxman to do the same as well, so Bloxman can become an admin. After waiting for Bloxman, the two now go inside the temple and see lots of dead hostile mobs abandoned. They even see the prismatic colossus that sits abandoned as well, until Dr. Bloxman figures the temple and gains the admin's abilities to reactivate the colossus. Now Dr. Bloxman escapes the temple as the colossus.

THE NEXT DAY, Dr. Bloxman continues to march through the city and help take over it. From there, he marches from the city to Robloxity, all while everyone else feels the shake. Some of the residents between Liberty and Robloxia think there is an earthquake, which is unusual. Then, Dr. Bloxman arrives at the town of Robloxia and easily takes over it. Finally, he arrives at the most important location, the neighborhood of Robloxia, where Midnightlion53 lives with his family.

While Midnightlion53 is at home, figuring a way to save the world, he feels the ground shake as if a rare earthquake occurs. Instead, the shake is caused by the prismatic colossus that introduces the whole neighborhood as The Admin. Everyone gets scared before the colossus says sorry that the voice is loud to the tiny ears. The colossus talks to Midnightlion53 about what he has done well before unleashing the "true test". The colossus then invades the neighborhood.

In the middle of the afternoon before the battle, the colossus changes the time to night as the admin in order to add more "drama", meaning more hostile mobs come in. The whole entire area of Robloxity, including the neighborhood of Robloxia, is now part of the Bloxman territory as a result. The early night causes the extra time for undead mobs to invade the rest of the main US. Last, the main 48 states and the nearby city are now part of the huge Bloxman territory.

THE NEXT MORNING, Dr. Bloxman officially names his huge property based on his goals that have been met. It is called the Bloxman Empire. The plan for the next three days is simple to Bloxman. The goal is to expand the empire to the last two states and Canada, which makes up the whole North America. Luckily, the admin has given power to survive the cold and can be able to upgrade friendly mobs to cold-theme to handle the cold invasion for the next three days.

After the plan for the next three days has been finished, Dr. Bloxman allows the day to go on like normal. Normally, there is no snow in the middle of August. All of the sudden, several clouds come in and snow instead of rain. Everyone in Robloxia is surprised to see snow during this time of year. They do not know why, but Midnightlion53 explains that the admin must have summoned snowfall to happen to surprise the whole community. Dr. Bloxman then programs to keep the night in the empire after sunset. Once the night starts, it stays at night for now.

UNLIKE BEFORE, the times says that it is supposed to be sunrise time, but the sun never rises due to a powerful admin controlling the earth, freezing it. This is followed when the admin tells Midnightlion53, his family, and his hero group to follow him as the only way to survive. The real shift of Midnightlion53's goals is to survive and not save the world yet. This is because trying to save the world means getting sent to a place that causes either unhealthy punishment or death.

The group is then introduced to the Icy Palace of Despair, which serves as another capital of a country that has been untouched. The main purpose of the palace, in addition to the main government, is to test how good someone is at being loyal and a champion to the admin before. The Icy Palace of Despair is now restored to the main purpose once again. Before the challenge starts, another round of invasion at Bloxman's northern border strikes as lots of monsters.

ON THE SECOND DAY OF THE CONSTANT NIGHT, more mobs manage to invade the rest of Canada and into the other two remaining states of the US. Many of the normal Bloxman army still invades the remaining locations led by epicrsxxx099811. All of Canada now falls under the huge Bloxman Empire, leaving the last two states to cover. Alaska is the next state to be taken over. The last state and the nearby territories have been taken over, growing the empire at peak.

With the Bloxman Empire grown at its peak, Dr. Bloxman and epicrsxxx099811 now focuses on dealing with the main enemies at the Icy Palace of Despair. They send them to the challenge where the enemy must shoot at the right targets, which is the hostile mobs. Any wrong target that is hit causes the automatic dispenser to shoot an arrow, hurting the champion. After the game is done, the remaining enemies are led into an arena. Midnightlion53 says to the family that he will come back after dealing with the admin. The admin teleports Midnightlion53 away.

AFTER SENDING MIDNIGHTLION53 AWAY, Dr. Bloxman and epicrsxxx099811 quickly surprises the same island that the nearby city is in to invade. The invasion is easy because of the admin being able to quickly invade the rest of the island and a little bit of the continent, while spawning monsters there. Now the plan is to get another partner to help take over the world. The empire leaders will be given admin powers once approved by Dr. Bloxman as another plan.

The admin comes back to meet Midnightlion53's family, which makes the family think the promise is kept. What makes the family trust the admin is when the admin disguises himself as Midnightlion53. The admin then controls himself and "Midnightlion53 " as two entities.

Meanwhile, the real Midnightlion53 is sent to a prison at a bedrock layer. Since there are no other prisons at the layer built yet, Midnightlion53 ends up at the Sunshine Institute, which

has been either abandoned for years or served as a prison for the most wanted with the most secure tunnel in the world. The location is likely to be under the state of Liberty, along with the abandoned underneath below the prison. Like in the background, Midnightlion53 has to follow the orange line where he gets to meet many fellow prisoners who want freedom. From then on, the real Midnightlion53 has been settled down in prison, nowhere to be seen anywhere else. All of the population in the world still knows that Midnightlion53 is not in prison because of the new disguise that the admin dresses up as Midnightlion53, making exact copies of himself.

After making sure the real Midnightlion53 is in prison, “Midnightlion53” is aware that he wants to make everyone else excited to save the world, but this is just a pretense. The admin then heads to the city of Eldershire with the terminal railways and takes over the place while fighting “Midnightlion53” only to pretend to trick everyone that Midnightlion53 is around.

For the next two days, the admin continues to invade more locations beyond the Bloxman Empire. He spawns more of his mobs at several islands and turns them from the normal islands where everyone lives a normal life to a more survival island. As a result, the admin destroys the whole island, leaving all islands, even the three dynamic sets, to serve as the survival islands. In these islands, there are a few enemies that need to be defeated. They mostly fight monsters that are summoned by the admin. As a result, all of the dynamic islands have been taken over.

Not to forget, the Bloxman Empire is not alone. There are a few countries where some of its new dictators want to partner up with the Bloxman Empire. They plan on taking over areas the same way as they did in the last global war. This is the third global war. They first invade the areas that have been invaded first followed by the areas that have been invaded last. The other dictators of another continent are also given admin powers to join efforts to take over the world.

FOR THE LAST THREE DAYS, the admin has a plan to take over the rest of the developed world. First, he plans to turn all the networks of islands that are connected by flight into survival ones and make the enemies face a challenge to survive on whatever materials they have. The last two days are expected to either invade the rest of the islands or to invade the next continent in which there are a few developed areas that need yet another partner like in the last major war.

The admin first returns home and finds some programming sources to spawn and control his own mobs, so he can control a robot and become the general while still maintaining his duties at the main Bloxman Empire. To make matters worse, the Bloxman Empire has been set to day all day, meaning a constant sunlight. Back in the eastern side of the world, it is night over there, and the admin controls his own weather to become more severe, creating multiple disasters that would make enemy survival almost impossible. Even if there is daylight in the eastern side, the admin has the potential to cover up the land with bedrock, so everyone lives in the dark all day.

Dr. Bloxman is not just the only admin. Two other dictators and one that is joining are also the admins as well. Originally, there are three admins who are hiding underground from the rest of the world in the background history. Now there are three admins and one that is joining.

Anyways, the admins decide to help each other take over the set of islands that have been far apart from each other. Because of the distance between the islands, it is hard to unite the islands into one. Additionally, there are also a set of islands with islands that are closer enough to form one set, which is the Rockford set of islands, named after the Greater Rockford Island. With lots of help, each of the islands have been taken over by the admins while the regular troops and monsters help as well. They work together and fight off the remaining enemies. These enemies are either killed, surrendered, or teleported to prison at any of their decisions made as the admin.



ON THE LAST DAY OF THE WAR, the Bloxman Empire has been set to daylight for the entire day while Asia on the other side has been set to night. This is because of the plan to take over the rest of the developed world with drama. With that being said, the admins, the troops, and friendly monsters of all sizes, both regular and bosses, help invade the Pacific islands first followed by the main continent. Now a new dictator and emperor becomes the admin after the application.

All of the admins head to a known location. A location where Midnightlion53 visited and wishes that the area is about racing and other cultures. With the known location, the admins meet and greet a new admin, forming all four admins to rule the developed world. They all begin the process of changing the government of their home countries from freedom to a dictatorship. The rest of the land soon follows behind. After the original country has been taken over, the last few battles of the third global war begins. This starts with fighting with nearby countries.

The battle goes into the mainland and the eastern islands. Basically, there are four admin empires going on. One is the Bloxman Empire, which takes up almost all of North America. Two of them are located in Europe, some of which share land, and also parts of Africa. The last one is located in Asia, where the final free and developed countries are falling. The battle keeps going and getting easier as all the invasion mobs come close to the last spot. That is the Far Lands, the most harsh battlefield created and has lots of mountains. Last, the Far Lands battle is over.

**S**urrender is the next main goal for the admins. This type of action ends the war, and the admins get to decide where the last few enemies go. After the last battle is over, the remaining enemies at the Far Lands surrender, with some of the admins visiting the lab inside to decide where the enemies go. Some of the enemies are planning to go to prison. Others are to go to camps to work in both torture or not. The rest might get executed to death.

At last, all the remaining enemies surrender to all four admins and their friends at the Far Lands. The empire admins decide that nobody else is going to live near the Far Lands due to the belief that the place is supposed to be the furthest place that anyone can travel to. At this point, all four admins meet up with all the remaining enemies surrounded by the layers.

The reason why the rest of the enemies cannot fight for freedom and to save the world is because they are surrounded by the admins in the first layer. epicrsxxx099811 is also in the first layer due to him having the ability to use the phantom gem to pretty much use its powers similar to the admin but as strong or slightly weaker. The next layer after the admins are all the generals that are offensive followed by the offensive empire troops. Last are everyone else in the empire.

In the surrender, the admins tell the truth by warning all the remaining enemy forces not to fight. They also say that the more the enemies fight, the more hostile the empire members and

all the monsters turn hostile. They also promise that after the surrender, everyone who follows and becomes loyal to one of the four empires does not have to be scared of monsters. This is due to the programming of the monsters to not activate friendly fire. The admins warn that any of the rebellion or protests against the empires for freedom will result in consequences such as the empire guards stopping the rebellion and punishing them whatever they want, monsters more hostile, and the rebellion events easily being stopped. The monsters may also be programmed to stop anyone from resisting against the empires by any efforts of both attacks and violence. Also, another advantage of being loyal to the empires is that no one gets sick. Anything that causes a disease is not programmed to attack anybody who resists anti-freedom policies by the admins.

Everyone takes a break and makes plans on what to do with the remaining enemies, since they are not enemies anymore. After the warnings, no more enemies left to deal with anymore.

The war is still not over yet as there may be a few pockets of enemies in the way but can easily be stopped. Dr. Bloxman leaves the area for a while, leaving the three admins and another powerful member, epicrxxx099811, in charge. Eventually, Bloxman comes back as a disguise of Midnightlion53, along with Midnightlion53's voice. With Midnightlion53's voice, Bloxman says a promise that the world can be saved, but there are rules to follow to avoid punishments.

Now the surrendered enemies follow the admins to various locations to explore what the world is like. Right now, the developed world is mostly made of huge empires. The rest of the world is made up of hundreds of developing countries. Even still, the wealthy side of a more poor country is still controlled by the empires, leaving the poorest countries to be free for now.

At last, the admins are almost done for the war. All they need to do is to begin the process of ending the war such as planning where the rest of the enemies go before the end of conflict.

ON WEDNESDAY, everyone now does not have to wake up, except regular people. The admins now have the ability to become healthy in any way they want. They can work all day and even change the time of day within the day. During fights and conflicts, the admins plan on changing the time to night in order to allow drama and to easily arrest any resistance members out of the way. Also, the plan for today is mainly about building prison institutes and an underworld base.

Now that the surrender is out of the way, the admins go back home and begin the project of building their prison institutes. The Bloxman Empire is planning to have two institutes due to the large size and power. Each empire has at least one prison institute. The prison institutes are going to be located at the bedrock layer, which separates the underground to either the void or the underworld/nether. The four unbuilt institutes as of now do not have names yet. All of the admins agree that prison institutes are going to be named after the empire name, which in turn is named either after the emperor who started or the country that grew into the size by now. The only prison institute that has been built so far is the Sunshine Institute, which stood long.

Other than the Sunshine Institute, the other institutes are to be located under the empire capitals. Below the institutes are the underworld and nether bases where the admins have the big right to live in the base and serve as a hidden base for a power source to keep the business. They may also serve as a challenge arena where either someone wins the challenge or gets punished.

After a huge plan to build a prison and a hidden base, everyone takes a break. They get the materials needed to build the prisons and the bases, so they can finish the project soon.

After break, everyone gets ready and teleports themselves and some random citizens to begin building. Because there is no freedom, selected citizens, no matter if they are a skilled builder or not, go to the bedrock layer. They end up digging up large amounts of blocks and

anything in the way of the prison. After the spaces of each institute are cleared, everyone begins to build the institutes from the front to back. The front of the institute always welcomes each of the prisoners and some visitors. A speaker is provided to tell the directions where the prisoner goes to, or else the lava gets released and spills into the prisoner, killing him or her for failing to listen to the admin. Each of the prisoners must follow the orange line to the front of the prison where they must meet the leader of the institute. The title of that position is called a warden.

Once the prisons are built, everyone begins the process of deciding which enemy goes to prison or does not go. All institutes now have camps. The admins also begin the building of their own power base underneath the prison institutes. Each base has one city with all of its functions and a challenge arena as well as a power source. Basically, the admin can control an entire city anywhere. The Bloxman base has two bases for Bloxman and for epicrsxxx099811 total.

THE NEXT DAY, Dr. Bloxman changes his form to his Midnightlion53 disguise. He calls the real Midnightlion53's family. Not to mention that Dr. Bloxman has all of Midnightlion53's data such as contacts and accounts, so the rest of the family does not know the difference between the real Midnightlion53 and Bloxman's disguise. The disguise returns home in the middle of the night and pretends to sleep like Midnightlion53, acting like him in his normal form in disguise.

Around the time the real Midnightlion53 normally wakes up, "Midnightlion53" wakes up around the same time and pretends to dress up as if he is a normal police officer. He pretends to eat his breakfast and get ready for the day like a typical day when spending time at home.

"Midnightlion53 " drives the real Midnightlion53's son to school if there is no bus option while the rest of the family lives their lives as if Midnightlion53 is around. The disguise also has

the exact same model as the real Midnightlion53 as well as everything, so no one in the real Midnightlion53's family can tell the difference between the real Midnightlion53 and the disguise by Dr. Bloxman. Finally, "Midnightlion53" arrives at the police station to begin his work.

The work begins with meeting Robloxia's fellow officers. The fellow officers think that Midnightlion53 is around and says hi. Instead of responding, the officers see the body have a glowing eye, which indicates that they cannot believe the admin disguises himself as the most important hero. Instead of performing normal work, "Midnightlion53" changes that around.

First off, "Midnightlion53" stays in the building for the morning and checks for any of the criminals. The new definition of being a criminal is anyone resisting against the empire. With that definition, anyone on the criminal team or those resisting gets teleported to punishment.

"Midnightlion53" pretends to have a lunch break like the real Midnightlion53, knowing how to live a life as Midnightlion53. He also sees that the rest of the family is doing a good job.

After break, "Midnightlion53" decides to patrol with the police car rather than fly around as the real admin because he does not want to let everyone else know that "Midnightlion53" is not the real Midnightlion53 and instead is just a disguise of the admin. "Midnightlion53" patrols the whole neighborhood of Robloxia without any Bloxman flags or signs that Robloxia is part of the Bloxman Empire. As soon as work is over, "Midnightlion53" picks up a student from school.

After picking up the real Midnightlion53's son from school, "Midnightlion53 " goes back home and meets the rest of the family. For a special treat, "Midnightlion53 " takes the family of the real Midnightlion53's out for dinner. They are having a good time, unaware of the disguise.

After dinner, the group returns back home. Everyone else in the family feels so happy all while "Midnightlion53" prepares for the night. Last, he goes to bed and pretends to sleep.

ON FRIDAY, the rest of the real Midnightlion53's family wakes up the next morning and gets ready for their second normal day for themselves. The only difference today is that the hero does not wake up. After the three family members get ready for the day, Midnightlion53's son tries to wake up "Midnightlion53" to take him to school because he cannot ride the bus. Instead of being normal, "Midnightlion53's" eyes glow, so the son tells the family about the admin's disguise.

Everything is not over yet. The admins must claim land outside of earth such as the moon and some other planets that can serve as a base. Since the admins are powerful, they can get to the moon and some other planets. They teleport several builders to build several bases outside of earth. The reason why hidden bases are needed is because they serve as the source of power that no one else is able to get to. The transportation to the bases now has passwords that need to be entered in order to get accepted into the base. Only those who know the password can get there.

In history, a similar password was discovered by a group of heroes who wanted to save the world because someone left the password in to save the world. This is not happening to this generation of admins. Instead, the password is only kept at each of the admin's home and much more hidden than in the background. Plus the admins develop no way to take away powers. As the plan goes on, the admins plan a big celebration at each of the capitals to officially end the whole war. They also make plans for the future of what to do with the controlled world.

Everyone takes a break after building and planning. After break, everyone else in the empires are making detailed plans on what to do in the future to stay as the real villains.

Meanwhile, the real Midnightlion53 is transported from one prison to another. Now he is sent to the front of the prison. He listens to the speaker, giving directions on how to go to prison and the rules that must be followed. The speaker of the admin's voice also warns that anyone not

following the orange line will die due to lava spilling into those who do not follow. Some of the prisoners choose not to follow and walk off the orange line in which the lava kills them. This does not happen to Midnightlion53 as he follows the orange line to the Bloxman Institute. He is then introduced to the warden, who is in charge of the prison. The warden introduces what it is like to be in prison. Unlike a typical prisoner, Midnightlion53 is one of the most wanted enemies in the whole world by Dr. Bloxman, planning to send the most wanted at the deepest level.

Midnightlion53 is then escorted by several mobs. They are not hostile, even though they look like one. The mobs are the undead mobs, monsters, and prison golems that are much bigger than a normal iron golem. Midnightlion53 sees some of his friends attempt to attack the mobs, but this only makes the mobs more hostile to them, attacking them to either injury or death. At last, Midnightlion53 arrives at the deepest level in the prison where he stays there for a while.

After Dr. Bloxman gets some news that the warden sent Midnightlion53 to the right cell, he assumes that everything is done for. Since the real Midnightlion53 is not around to cause any trouble or extend the war, the war is almost over. The only conflict seen by the admins is within themselves in which the disguises seem to pretend to cause war in order to trick the normal citizens that the world is saved while in fact the world is not saved. Eventually, the true goals of the admins are revealed after the afternoon plan. Finally, the third global war is officially over.



## Epilogue

**O**n August 28, 2021 the Bloxman group just completed the Oder Empire, which is a new and stronger version of the Bloxman Empire. In addition, the Oder Empire is one of the four empires to exist in the world. All four empires have dictatorships that restrict both freedom and rights. They also have the right to arrest and execute anyone that can be annoying. This means that even the smallest mistake or offense violation can lead to severe or deadly consequences as the empires believe that everyone should be perfect. Robots also help the government and the army be perfect and powerful too.

The Bloxman group then prepares to have a morning meeting on how to spend the next four days of celebration. The plan is that the meeting would come right after sunrise. For now, Oder officials wait for the time and prepare for the upcoming meeting and celebration.

All of the Oder members and officials meet at Bloxman's house and plan on what to do for the next four days of celebration. The first thing is that the meeting would run into lunch. During lunch, the first party would take place outdoors near the airport with a picnic setup in front of the airport. These foods would be generated from the food machines nearby. After lunch, the plan is to explore the village and help the monsters kill off more cops and other enemies that try to resist against the Oder Empire as well as random villagers. These events would take place

in the afternoon. In the evening, the officials are going to return home and have a dinner party inside as well as singing. At the end, there will be fireworks every night of celebration. On the second day, things will be the same as the first day with exceptions. The meeting on the second day will be about plans to operate another holocaust at the Oder park located on the Canadian side of the Great Lakes. The second meeting will also be about converting all of the theme parks to death parks within the four world empires. The last two days will be about the moon. The third day focuses on going to the moon and visiting the church and the prisons while the last day is going to be about exploring the moon base and landing on the national space terminal.

After the meeting, the officials then continue their plan and start going to the front of the airport to have lunch. They grab food from the food machine and eat lunch. Everyone eats food except epicrsxxx099811 where he absorbs the phantom gem particles in his mask. After eating, they hang out for the rest of the lunch break and have fun with everything.

After lunch, the officials then start heading to the village and use the new gears to get transported there faster and dealing with both enemies and villagers. For the rest of the afternoon, officials lure spiders into police officers trying to attack and then attack random villagers. These things are fun using all of the weapons except for explosives. Officials generally avoid explosives such as rocket launchers and creepers to avoid damaging the village. They also head to the farms and nearby forest to enjoy nature and start burning the farms too.

In the evening, officials head back home and have a big dinner party with lots of food. Then, they hang out for a while and spend the rest of the day playing games or watching TV. They also prepare for the next day as well, including the meeting. All guests return to their homes while Dr. Bloxman and epicrsxxx099811 go to their bedrooms and sleep there.

ON THE SECOND DAY, the officials start getting ready for the next meeting. They spend the next three hours before sunrise, preparing for the meeting and organizing everything in the party. In the meeting, officials are expected to organize the rest of the celebrations. They come back to Bloxman's house again and wait for the meeting to start at the 6:00 AM sunrise.

When the meeting starts, the group then starts discussing what happens at the upcoming Oder fair event. The plan is to open the fair to everyone who wishes to get some thrill and have fun at the rides. Things need to be stolen, which is a legal thing in the world empires. These include passenger vehicles and other structures that help with the fair. In the fair, chemical drugs and substances are also sold throughout the fair with smoking and drugs allowed. When people go into the rides, they are going to act a little normal until the big drop or most scary part. In these scary parts, the rides would just fall and crash into death where they kill passengers. After the fair, officials are planning to convert all of the theme parks in the empires to death parks. These death parks serve the same function as the Oder fair but are widespread and have existing rides that are modified to attack and kill any passengers trapped in the rides.

Shortly after the meeting, another lunch begins. The lunch is the same as yesterday with the same location and the amount of party. There are differences though. Lunch becomes more big and fun with lots of food and more hangouts as well that are fun and happy.

After lunch, officials continue to explore the rest of Metropolis and scan for any enemies and villagers. Many police officers and soldiers were spotted against the Oder Empire and wanted to take back and remove these empires. Because the Oder officials have smarter robots and fully upgraded weapons, they are able to wipe out entire waves of enemies in a few seconds. This makes dangerous fighting and combat much more fun than to just take over things. The

officials then continue to explore and have more fun out there, wiping out all of the enemies and random villagers throughout their nearby home and territory. The group then spends the rest of the afternoon having fun over there, shopping for many of the things. In fact, all of the shopping becomes free with no existing money at all. There are more sources that cause everything to be free, including more powerful things. The group then goes back home.

The group then returns to their home and have the last big dinner. The dinner is almost the same as yesterday but a lot more fun than before. After dinner, the group officials then prepare and plan on going to the moon using no money at all. They explore the map of the moon they created earlier and take a look before actually going there starting tomorrow. Last, the guests go home to sleep while the Bloxman group goes to sleep in the bedrooms.

ON THE THIRD DAY, the Bloxman group wakes up and gets ready for a different type of celebration. They wait for the guests to come and then have a very short meeting of how to get to the moon and plans on everything forgotten in the last two days.

The officials then start packing up and heading to the airport while the Bloxman group goes to the plane to start preparing. The group opens the plane and lets other officials in. After that, they close the gate and the plane while epicrsxxx099811 takes control to speed up the plane. The plane takes off. Shortly after taking off, epicrsxxx099811 speeds up the plane to the full speed and then goes to Robloxia Airport in less than an hour. After that, the officials then arrive at Robloxia and go to a free transit to get to the Robloxia space terminal.

Officials arrive at the space terminal and use the phantom portal to teleport to the moon while others get on the rocket. Just before officials get killed in a rocket accident,

epicrsxxx099811 saves them all by teleporting them to safety on the moon. The officials then arrive at the moon and first explore the church where the wedding took place. Dr. Bloxman also takes back Midnightlion53's wife during the war months ago and separates her from the rest of the family. The officials explore the rest of the church and is where weekly masses take place. Next, they explore the prison facility where they see Midnightlion53 and other prisoners. They see Midnightlion53 and all of his rights and inventories taken away by the Oder Empire. This is because Midnightlion53 is especially the one who wants to save the world and take back from the empires. The group then explores the rest of the moon and returns to the church. Once the officials return, they head into a hidden trap door that leads them to an underground battlefield. The battlefield was where Dr. Bloxman and Midnightlion53 fought hard.

The officials then go back to the prison and visit other prisoners, all of which are former police officers and US soldiers. They give an option to release them after promising that these prisoners will not resist against the empires. Some prisoners agree just to get released and a little more freedom while others want the empires gone. Some of the officials decided to execute some prisoners to death by resisting against the empires. Midnightlion53 learns that and decides not to resist, so the officials keep him alive, despite the fact that Midnightlion53 has the most resistance against the empires from the insides himself for life.

After visiting the prison, the officials continue to explore more of the moon and use the rover to get around while the Bloxman group uses faster methods to get around easier. Eventually, everyone on the moon meets at the Robloxia side and settles down.

The officials then used the old building as a shelter on the moon. They settle down and prepare for the night back on earth. Last, they go to sleep.

ON THE LAST DAY, the officials wake up and prepare to go to the other side of the moon where another base is located with lots of resources and resorts. They pack everything up and grab everything they have. They plan on visiting the other side.

Officials then move onto the other side of the moon shortly. They explore the empty areas of the moon in between with some of the officials building structures and developing things for the future. They also plan on dividing the moon into four with each part belonging to each of the four empires of the world. The rest of the world does not ever get to go to the moon or anything they own. This is because the four empires are way overpowered and dominant over the rest of the world where many people flee to a supposed better place.

The officials group arrives at the base above the national space station and spends most of the day there. They explore the base with everything, including a space hotel and other special factories that are impossible on earth. Other officials then started mining for better materials which was gained before and during the war. These are why the Oder Empire and the other three get to take most of the powerful countries and combine them into empires, using moon substances that are stronger than all of the weapons back on earth with enemies.

Next, the officials then explore more of the base and explore the other nearby bases generated by other people. In other bases, they place their own flag on the other bases to make sure that all of the bases and parts of the moon are controlled by Oder.

Some of the places in the base are suitable for dating and online dating, but the main focus is just to explore and test all of the functions of the base. Perhaps, the most interesting part is leaving from the base to the earth. Officials wait for a rocket to arrive at the base, but the Bloxman group can get back to earth using their own strength. Eventually, the rocket arrives, and

the officials get on. Only the guests get on the rocket and return to earth. The Bloxman group uses their own strength to get back to earth. After sunset, the officials meet at the center of the space terminal at the island surrounded by six space stations.

The officials then go to the six stations and research more about space and how to improve the empires very well based on the research. They also track down all parts of both the earth and the space and have all of the data of where everyone lives based on location. Then, they prepare to explore everything that has the potential to spawn a rocket.

Last, officials leave the space terminal and go north to find something for the Oder fair. They go to a random house nearby and settle down for the rest of the night. They unpack everything and prepare for the big Oder fair starting tomorrow. Last, the officials explore the rooms of the house and go to sleep in one of the bedrooms for the night.

Before the Bloxman group sleeps, they take out a device and start locating most of the materials needed for the Oder fair, such as transit and theme park goods to be used. Other things include traps and weapons in them to be used at the end of the ride. This means most of the rides at Oder fair are even more extreme than a normal theme park and that all transit vehicles used in the rides are treated like roller coasters that lead to serious injury or death. Last, the group is ready to sleep and goes to bed, ready for the fair opening tomorrow.

*Afterword to the  
final version*

AFTER READING THIS BETA VERSION, how many corrections and recommended edits do you think I should make? If there are corrections, do not worry as the final version of this story is going to come somewhere around 2024. Also, this is a story part of the series. There are many more stories that would be made in the series than this one. This means that another story as well as the following stories will continue and contain and end after this story.

Between the middle of 2021 and 2022, expect that more Roblox and other stories are to be published and released as their first versions. These stories have an attempt to take place in the same universe as the other three series to be covered. Due to the stories taking place in the present day, all three other series are considered prequels to the Roblox Series.



*Thanks and  
Acknowledgements*

Thank you to everyone that I know to come up with Roblox. I discovered Roblox thanks to the family I am in. I found Roblox interesting for me to play and wanted to make some stories or shows about it. With me knowing Roblox, I can have different experiences and have fun. I even take inspiration from the games that used to help me attempt to recover from a mental illness that caused me to struggle in certain areas of life, making life challenging and stressful in some parts of it. I even had fun playing Roblox and searching up in order to come up with the “dots” that can help connect the story I am about to make. In addition to the already existing Roblox games, I have already created many Roblox games through the Studio and come up with models that would help them become the source of one of my stories. This is very important because I am exploring ways for me to become good at things using my strengths. Thanks for all of the content that you have made as well as some support that makes this first story possible.

*Gener  
Guzman*

I was first raised in a family where I would do a lot of crazy actions being a kid. I then felt like I kept on being a small kid during the early years, thinking I will be that small forever. This is not true as I gain a lot of skills that adults would do such as writing and producing videos that gain popular views. I have a YouTube Channel called GeneralEpicStudios in which is the central site for me if you want to go to my other profiles linked everywhere to connect with me. I made one or two series of shows about grounded that grew my channel even bigger, with two or three seasons of grounded videos produced in 2015. After that, I began to teach lessons at the school experiences at Roblox between 2016-2019. I bet this story and all the other stories from the four series can grow this channel even more. In the 2020s, I am looking forward to producing three more series of grounded videos and four series of books with visual adaptations. These are all of the works that I am looking forward to producing, which I feel is basically the future.

*Readers Guide For  
Roblox 1*

Coming Soon

After thinking Midnightlion53 saved the world, Dr. Bloxman and epicrsxxx099811 comes up with new plans to take revenge and take over the developed world. Meanwhile, everyone else is trying to save the world, but will they try hard enough to save the world, even if the programmed monsters are around, or will the world be left unsaved by the strict empires?

About Me: I already made a popular series in my channel, teach several lessons in Roblox, and develops four series of stories.



**ROBLOX 4**

Gener Guzman

